

DESIGN BIBLE

STAK AND DAXTER

the
PRECURSOR LEGACY™

NAUGHTY DOG™

FOREWORD

Back in the day, when we were young, but our ideas were big, Naughty Dog was preparing for its sophomore gallop with the PlayStation®2. Ready to crash into something new, the horizon was clear and the road open, we were prepared.

Yeeyow! Bring it on!

The following notebook pages were taken from our project binders. Each was assembled by hand (mainly by Ammie Puckett) and provided to each member of the team. They were coveted by many, but lost by a few. I am fortunate to have a complete copy of every project that started with the word Jak. Well except maybe that one...

They brought unity in a time of unrivaled imagination. From the characters that were animated, to the colorful, vast landscapes that were built meticulously, these pages found a way to guide the many talents at the studio. Programming wizards were tasked to build a system with one GOAL in mind: to create the world of Jak and Daxter™. An understanding formed between all the various departments that go into game making. It created dialogue and helped shape the open forum we still have here today at Naughty Dog. Everyone knew what a precursor orb was; there was never a question about that.

Design began to display itself in forms of move sets and hand drawn paper maps, which in turn guided the narrative adventure we were creating. We referenced them daily. Style guides, inspiration, character data were all at our finger tips. Meetings were held with a binder in hand; it was easy to pass around and create discussion while we looked at the vast amount of reference we view at Naughty Dog.

Moving from the PlayStation® to PlayStation®2 hardware was a challenging task in itself, let alone creating an experience that we desired to share with the world. We also had new bosses after joining Sony Computer Entertainment America LLC (now Sony Interactive Entertainment LLC). Internally, we knew we could handle these challenges, but we needed a clear way to share our vision. The pages contained in these binders helped us convey to others what we were crafting. Marketing understood our characters and world with ease, paving the way for complete support from Sony Interactive Entertainment LLC on this and subsequent franchises.

We were able to produce four amazing titles that were a blast to work on, which also helped launch the way for the Uncharted™ series, The Last of Us™, and whatever lies ahead.

In short, I hope you enjoy the binder pages you are about to see, knowing that they were viewed by many who were pivotal in creating the world of Jak and Daxter™ as well as laying the groundwork for our future projects.

The love of our fans and the overwhelming response to the re-release has been astonishing and gratifying!

Jak and Daxter™ friends forever!

-Reuben Shah
Artist at Naughty Dog

JAK AND DAXTER

the
PRECURSOR LEGACY™

ORIGINAL PRODUCTION BINDER

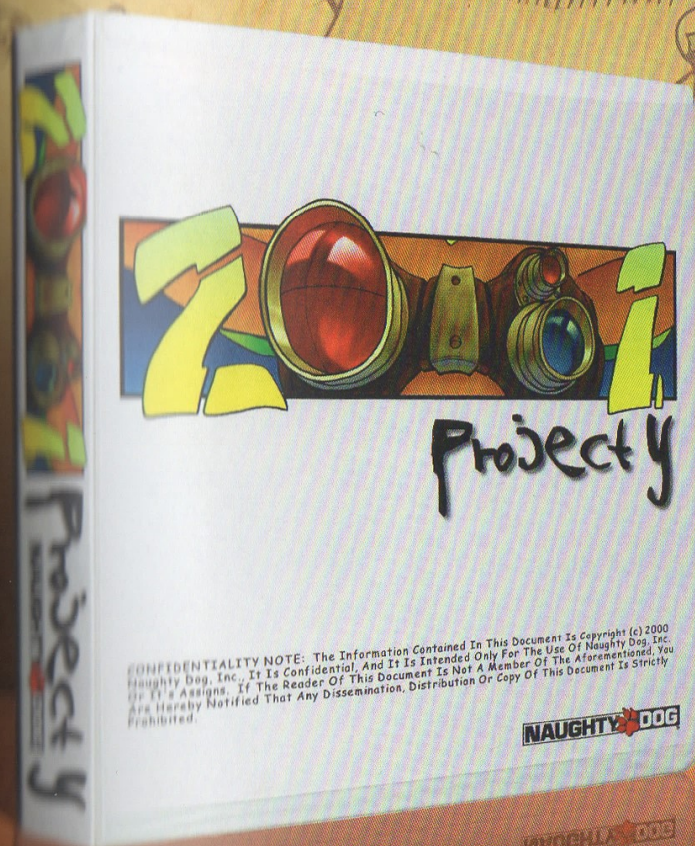


Table of Contents

1 MAIN CHARACTER
SIDEKICK

2 ARCH VILLIANS

SISTER
BROTHER

3 SUPPORTING
CAST

SAGE
SAGE'S ASSISTANT

4 MINOR
CHARACTERS

OTHER 3 SAGES
ENEMY RACER
MISC VILLAGERS

5 ENEMIES

6 CRAFT

RACING VEHICLE
FLUT FLUT

7 PRECURSOR
TECHNOLOGY

8 PLOT/STORY

9 LEVEL ART

10 MISC

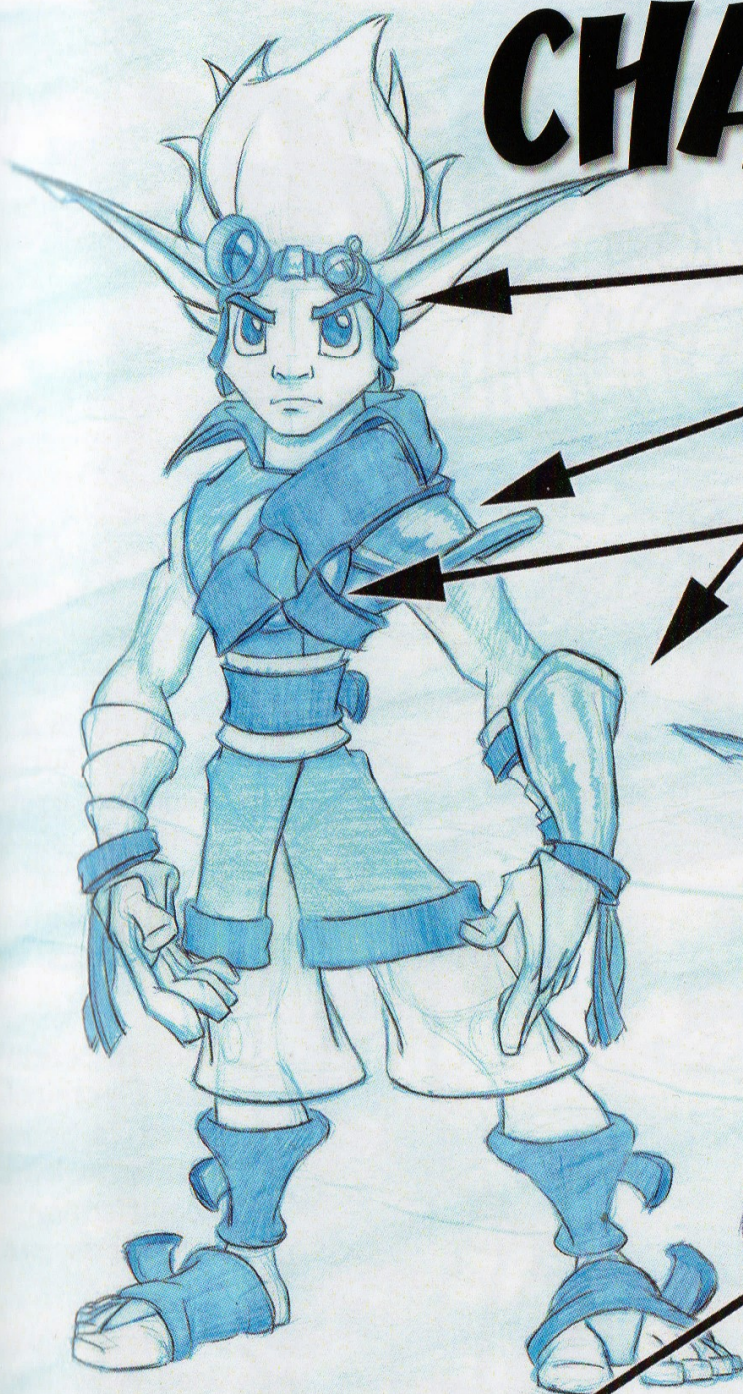


1 MAIN CHARACTER & SIDEKICK





CHARACTER



Racing Goggles w/ HUD
& Magnification

Shoulder Armour & Arm Plate
For Protection From Sharp Claws
Of Sidekick

Eco Ring Channels And Holds Eco
Force... Ring Glows When Powered

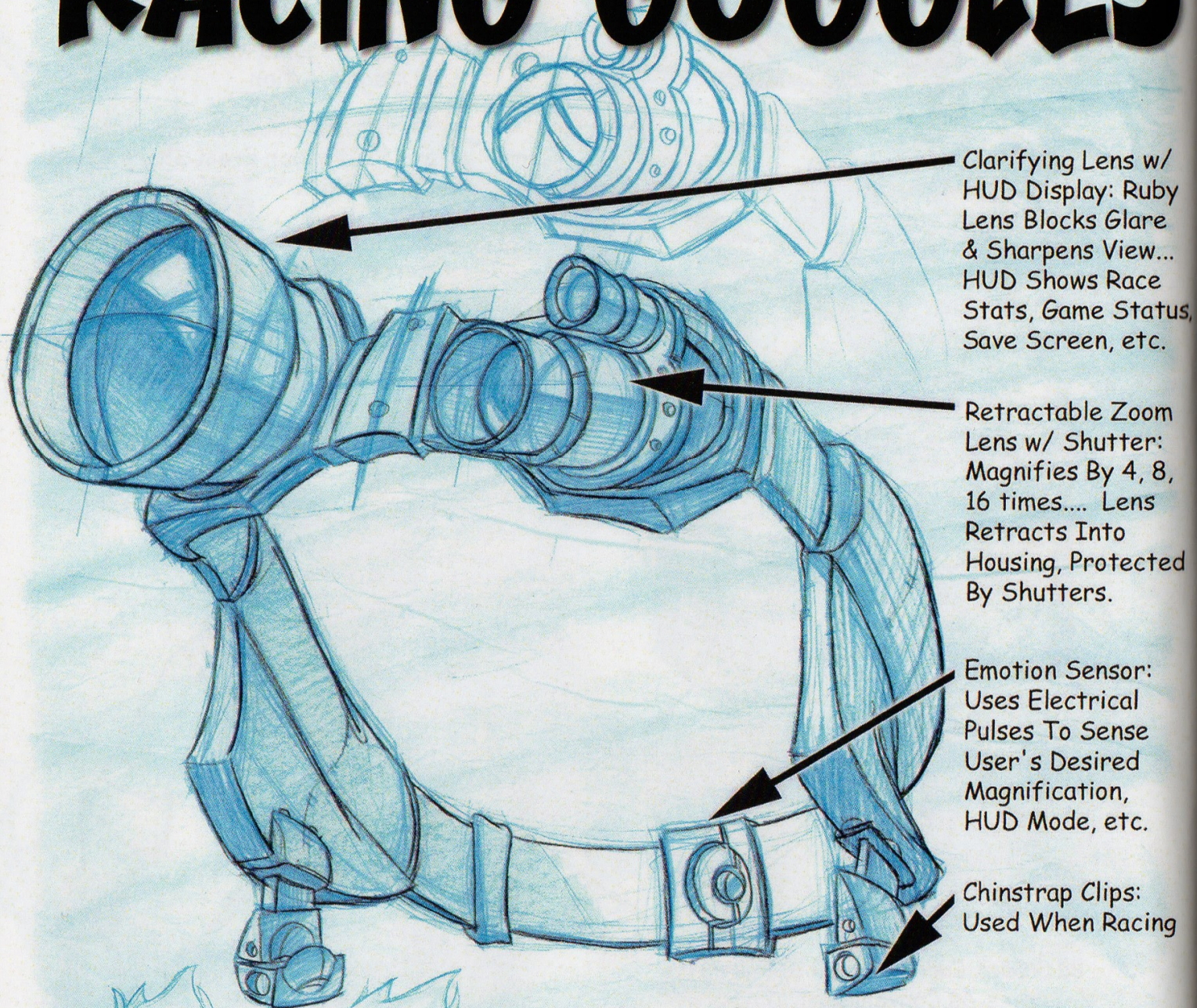


BackSack Carries Small Items
& Serves As Convenient Hiding
Spot For Sidekick

Wrist Straps Used To Secure Hands
To Handles Of Vehicle, Weightlifter
Style, During High Speed Operation

Ankle Straps Pad Feet From Ground
And Provide Cushioning Inside Vehicle
Boots Without Losing Direct Contact

RACING GOGGLES

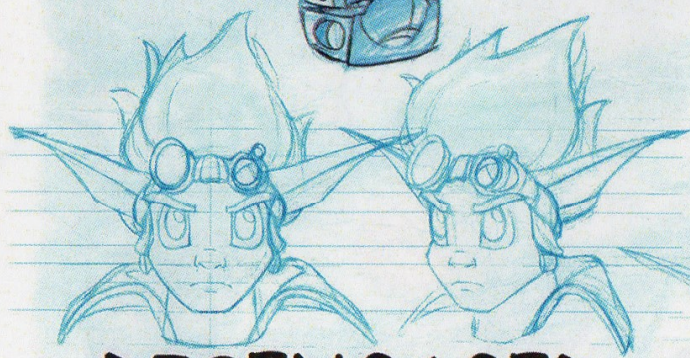


Clarifying Lens w/
HUD Display: Ruby
Lens Blocks Glare
& Sharpens View...
HUD Shows Race
Stats, Game Status,
Save Screen, etc.

Retractable Zoom
Lens w/ Shutter:
Magnifies By 4, 8,
16 times.... Lens
Retracts Into
Housing, Protected
By Shutters.

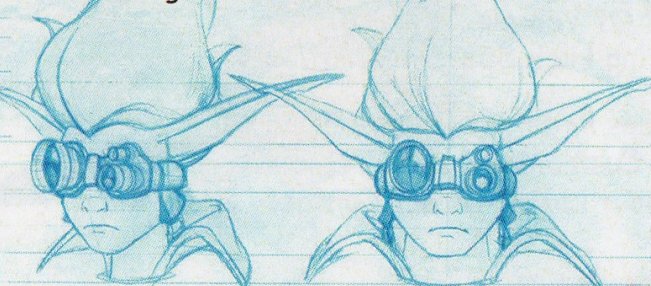
Emotion Sensor:
Uses Electrical
Pulses To Sense
User's Desired
Magnification,
HUD Mode, etc.

Chinstrap Clips:
Used When Racing

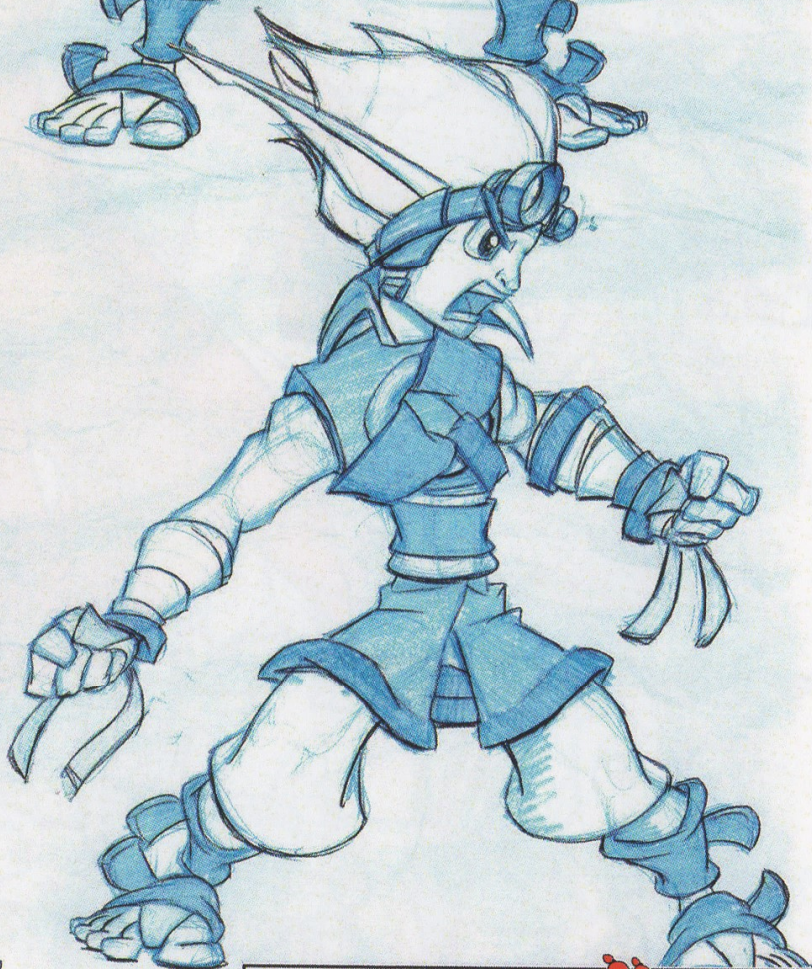
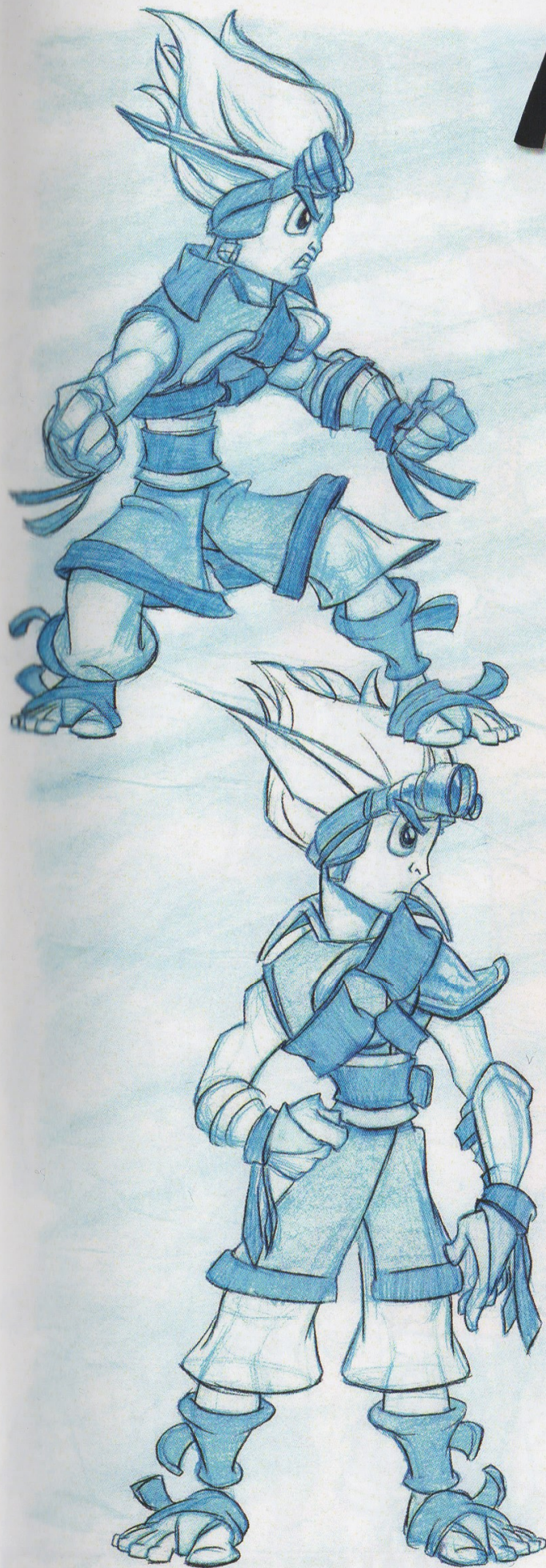


-DISENGAGED-
During Normal Gameplay & Camera

-ENGAGED-
Racing Or Character Camera



ACTIONS



SIDEKICK



TEAM



SIDEKICK (HUMAN FORM)



Dexter

Your best-friend and fellow trouble maker, Dexter is known by all as a smart-alecky kid with too much time on his hands.

Much against the advice of your mentor The Sage, Dexter joins you on an exploration of curiosity to the eerie Misty Island. While climbing through a ruined Precursor temple, Dexter accidentally falls into a vat of newly discovered 'Dark Eco'. Regardless of all your efforts to save him, he is mysteriously transformed into an orange weasel-like rodent...

2 ARCH VILLAINS





EVIL SISTER

Dark Eco Has Given The Evil Sister The Body Of A Young Woman, But Her Heart Remains That Of The Twisted Old Woman Hidden Beneath. She And Her Brother, The Corrupted Sage Of The Underground Northern Village, Are Hellbent On Opening Large Underground Stores Of Dark Eco Left In The Earth From The Days Of Creation. Although Her Brother's Knowledge Of Dark Eco Is Instrumental In Their Plans, It Is The Evil Sisters Dark Sorcery That Creates The Army Of One Hit Enemies That Provide The Muscle

← The Evil Sisters Skin Has Been Greyed, And Her Eyes Have Been Yellowed, By Years Of Using Dark Eco In Her Sorcery And To Maintain Her Perpetual Youth.

← Armor Fashioned From Strips Of Precursor Metal. These Sheets Not Only Provide Protection, But Their Incredible Density Also Helps Keep The Dark Eco From Escaping Her Body

← The Evil Sister Has Been Known To Dance Herself Into A Vision Inducing Trance, And Then, In A Voice That Is Not Her Own, To Scream Prophecies And Predict The Future.

EVIL BROTHER

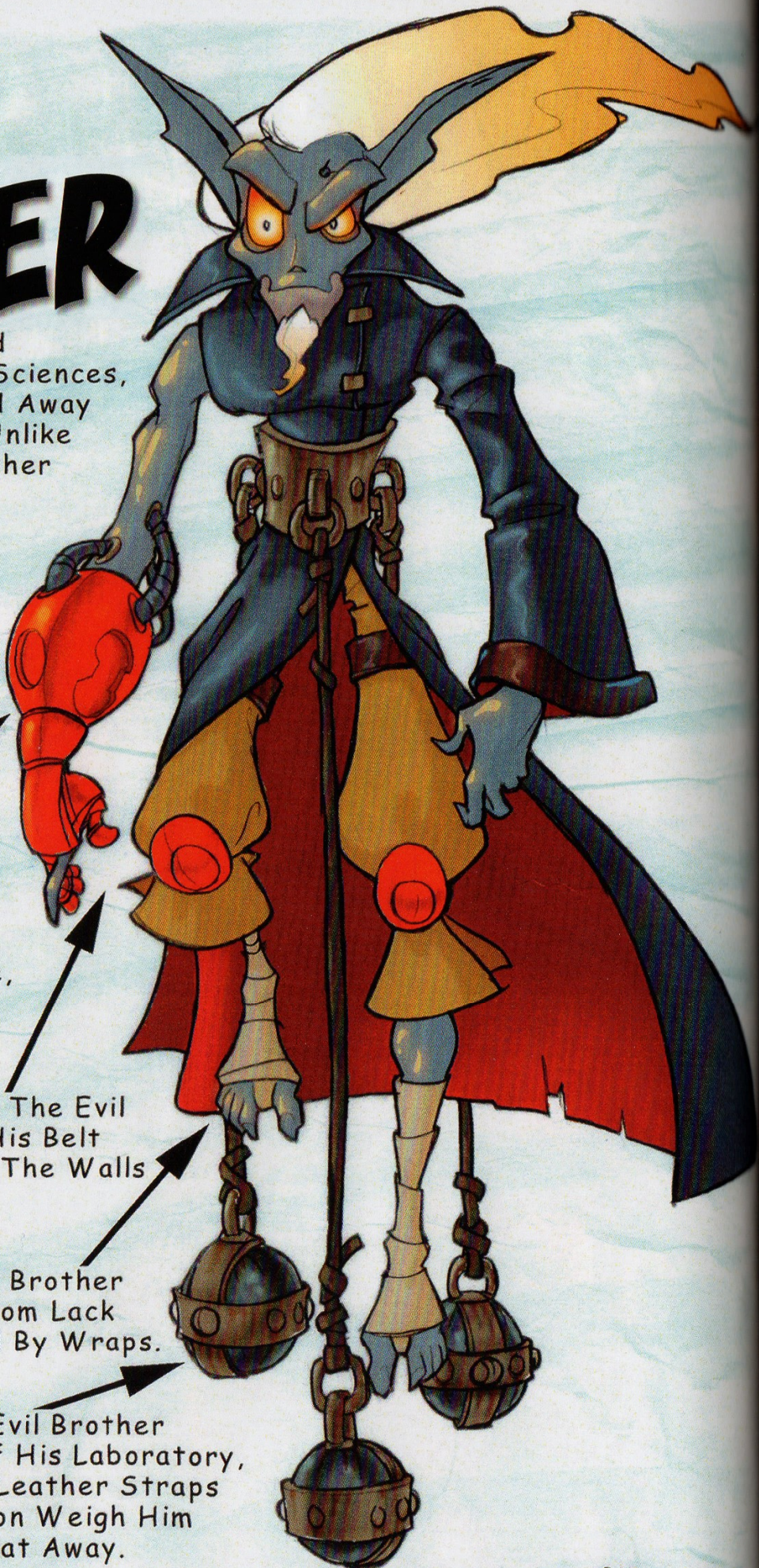
After Countless Exposures And Experiments In The Dark Eco Sciences, The Evil Brother Has Withered Away Both His Sinew And His Soul. Unlike His Older Sister, The Evil Brother Has No Interest In Beauty Or Appearance, And Has Let His Body Fade As His Powers Have Increased. Now, He Is As Light As He Is Powerful. Eventually, He Plans To Transfer His Mind Directly Into A Precursor Robot And Become A Towering Mechanical God.

The Evil Brother Has Worked Extensively With Precursor Metal, Forging Armor For His Beloved Sister And A Super Strong, Ultra-Protective Glove, Impervious Even To Dark Eco, For Himself.

When In His Underground Lab, The Evil Brother Fastens To Loops On His Belt Various Tethers Hanging From The Walls And Attached To The Floor.

The Legs And Feet Of The Evil Brother Have Been Rendered Fragile From Lack Of Use And Must Be Protected By Wraps.

On Rare Occasions When The Evil Brother Is Forced To Stray Outside Of His Laboratory, Iron Cannon Shot Wrapped In Leather Straps And Attached To His Midsection Weigh Him Down So That He Does Not Float Away.



3 *SUPPORTING* CAST



THE SAGE

The Sage Is Proficient In Many Fields, But He Is Known Far And Wide As The World's Foremost Scholar In The Green Eco Sciences.

Green Skin From Years Of Tinkering With Like Colored Eco Forces

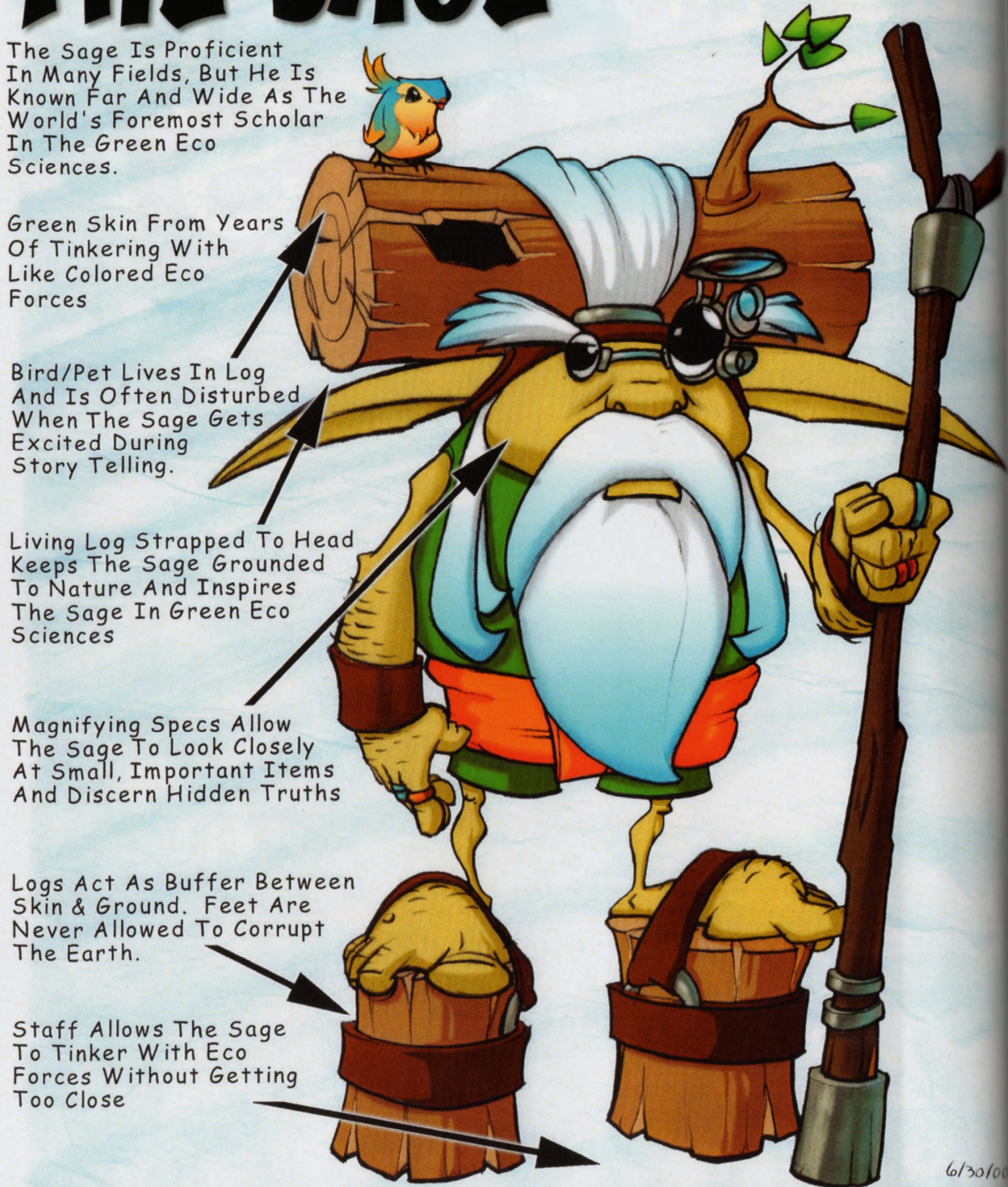
Bird/Pet Lives In Log And Is Often Disturbed When The Sage Gets Excited During Story Telling.

Living Log Strapped To Head Keeps The Sage Grounded To Nature And Inspires The Sage In Green Eco Sciences

Magnifying Specs Allow The Sage To Look Closely At Small, Important Items And Discern Hidden Truths

Logs Act As Buffer Between Skin & Ground. Feet Are Never Allowed To Corrupt The Earth.

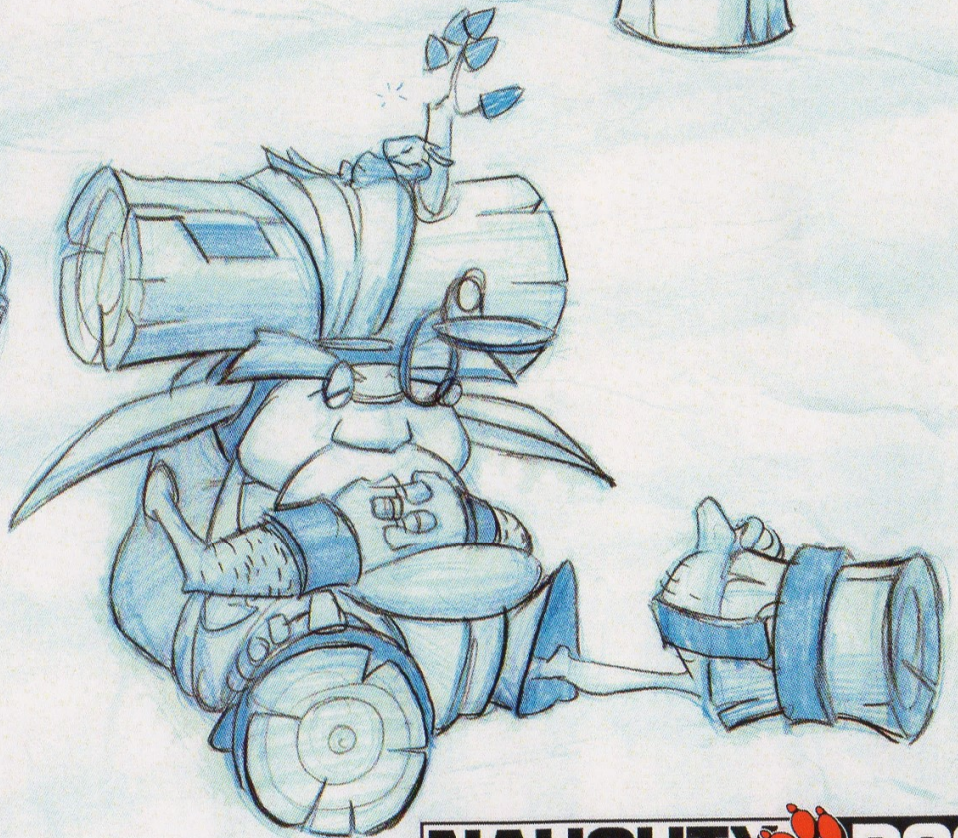
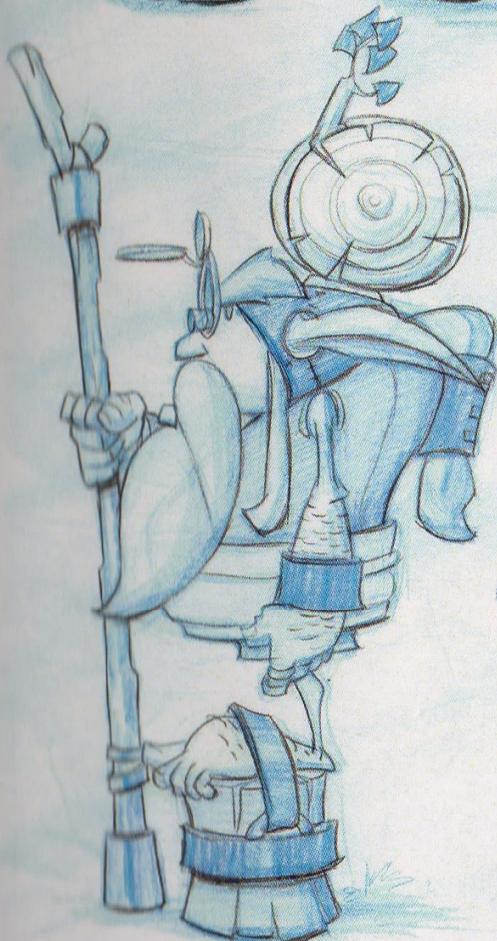
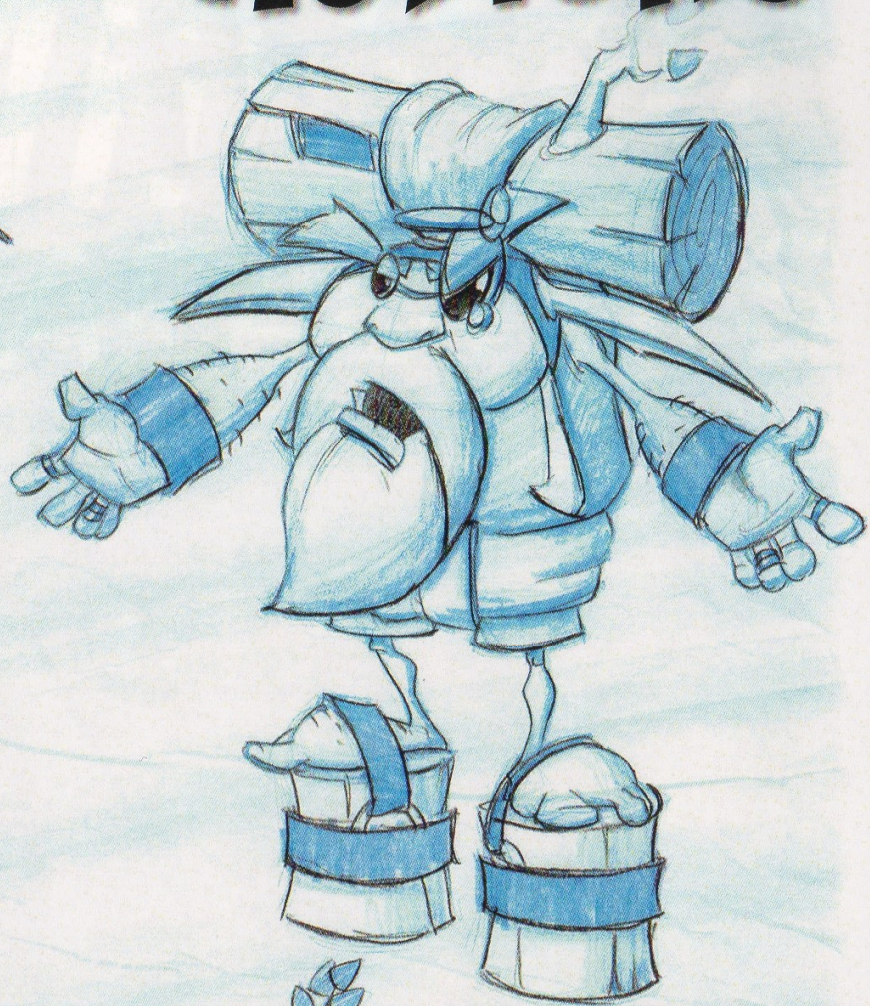
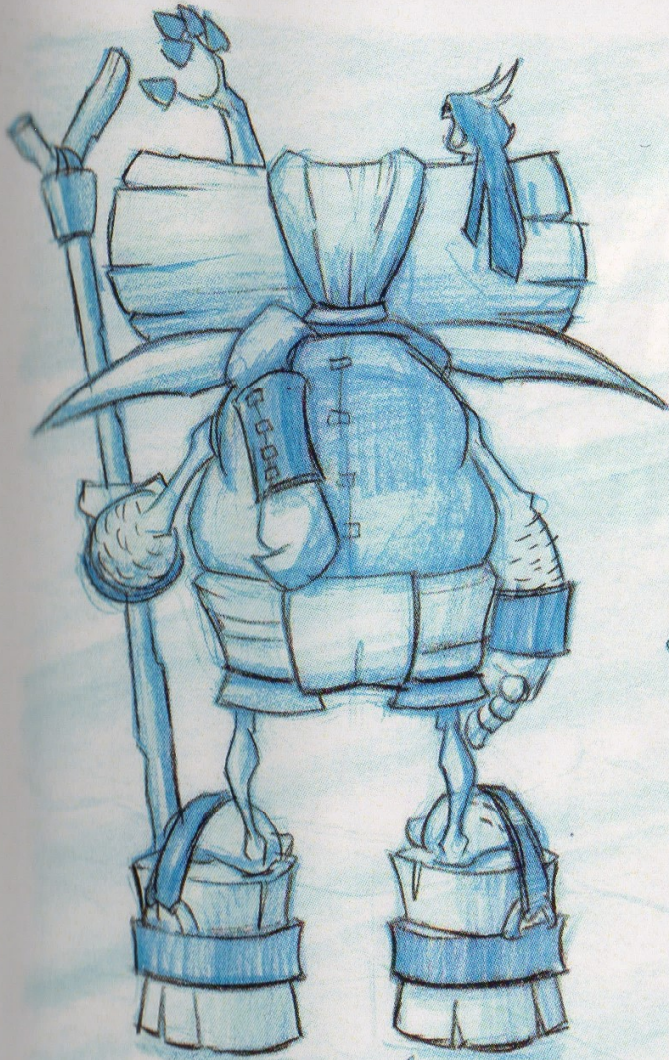
Staff Allows The Sage To Tinker With Eco Forces Without Getting Too Close



6/30/00

NAUGHTY DOG

ACTIONS



SAGE'S ASSISTANT

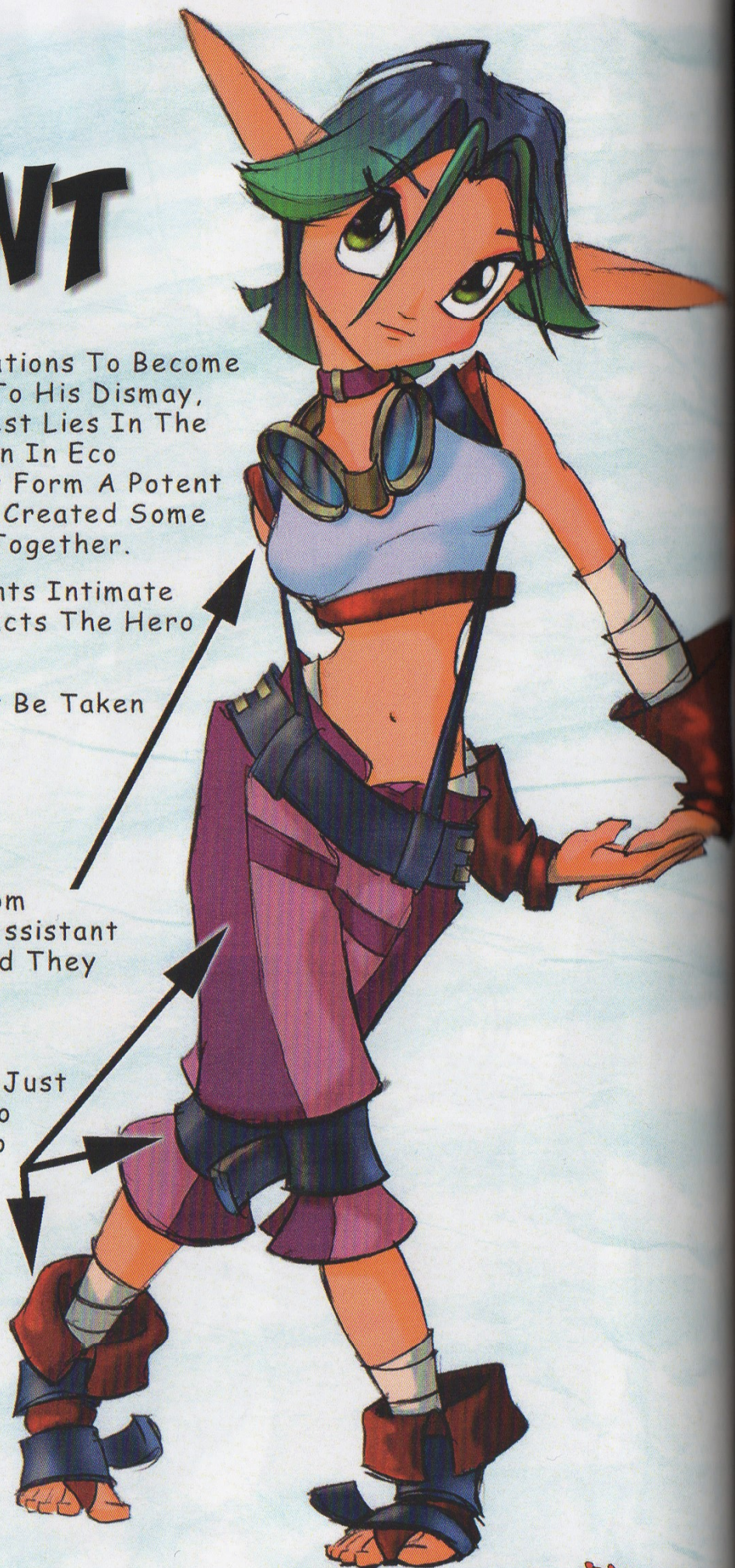
The Sage's Daughter Has Aspirations To Become A Sage Like Her Father. Much To His Dismay, However, Her Talent And Interest Lies In The Mechanical Sciences Rather Than In Eco Channeling. Yet Together, They Form A Potent Combination, And The Two Have Created Some Amazing Technological Marvels Together.

It Might Be The Sage's Assistants Intimate Knowledge Of Racing That Attracts The Hero To Her...

...But Then Again, Who Wouldn't Be Taken By Her Stunning Beauty?

Welding Goggles Shield Eyes From Stray Sparks. But The Sage's Assistant Doesn't Weld That Often... Could They Be For Something Else?

The Straps Of A Racer. Is She Just A Fan? Is She Wearing Them To Annoy Her Father, Who Fails To See How Watching Racing Has Any Relevance To Her Studies? Or Is There Something More?



4 MINOR CHARACTERS



SUPPORTING CHARACTERS

VILLAGE 1

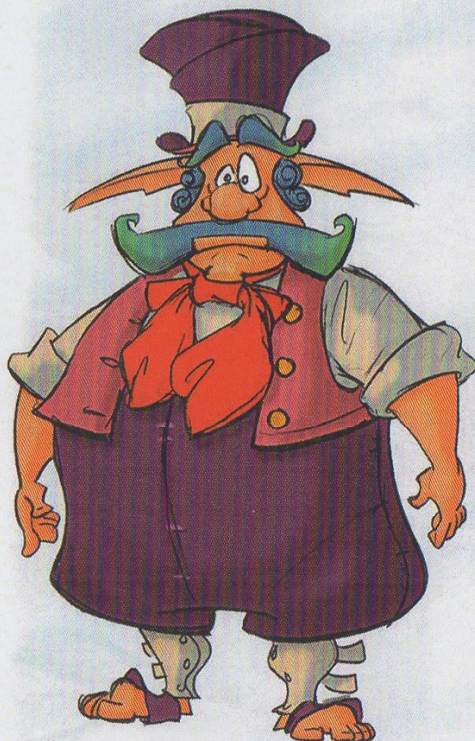


The Farmer

Old As The Hills, And A Good Deal Denser, The Farmer Spends Most Of His Time Asleep At The Job. It Is No Wonder, Therefore That His Flock Of Yakows Has Run Wild. Though He Is Too Lazy To Rectify The Situation With His Own Elbow Grease, He Might Be Convinced To Trade Something Of Value In Exchange For The Application Of Yours.

The Bird Lady

The Bird Lady Is Friendly And Caring, Although She Often Prefers Avian Affection To That Of People. Her Binoculars Afford Her A Good View Of What Is Going On In and Around the Village. She Is Always Ready To Reward "Good Little Boys" For Helping Her With Whatever Feather Related Tasks She May Have Focused On At the Moment.



The Chief

The Chief's Victory in Years of Unopposed Elections Reflects More A Lack Of Political Interest By The Villagers Than A Belief In His Abilities as A Leader. Although His position is secure, The Chief Is Seriously Thinking About Retirement Since The Arrival of Strange Creatures Who Have Been Wreaking Havoc With Many Of The Public Utilities... That is unless someone can help out...

SUPPORTING CHARACTERS

VILLAGE 1

(CONTINUED)



The Fisherman

Born of The Sea, The Fisherman is Deeply Bitter That he Can No Longer Battle its Waves Due to The Vicious 'Lurker Monster' Fish That Now Hunt in His Waters. Forced to The Tiny Streams Near The Village, His Large Girth Costs Him Dearly In His Efforts To Catch These Small, Swift Fish. A Hand From Someone More Agile May Well Be Worth A Trip To Misty Island.

The Sculptor

This Laid Back and Friendly Artist has a True Fondness For Rocks, and A Knack For Creating Art With His Chisel. Unfortunately, His Inspirational Pet Muse Has Mysteriously Disappeared and Now He Needs Help In Finding His Lost Creativity.



The Explorer (Also Main Character's Uncle)

Wise Beyond His Years, The Explorer Has Travelled The World A Hundred Times Over Collecting Everything From Gems To Eco (a Favorite of His, But Hard To Come By Lately). Our Hero's Uncle is Familiar and Helpful But Maybe He Still has Some Secrets Yet To Be Revealed.



SUPPORTING CHARACTERS

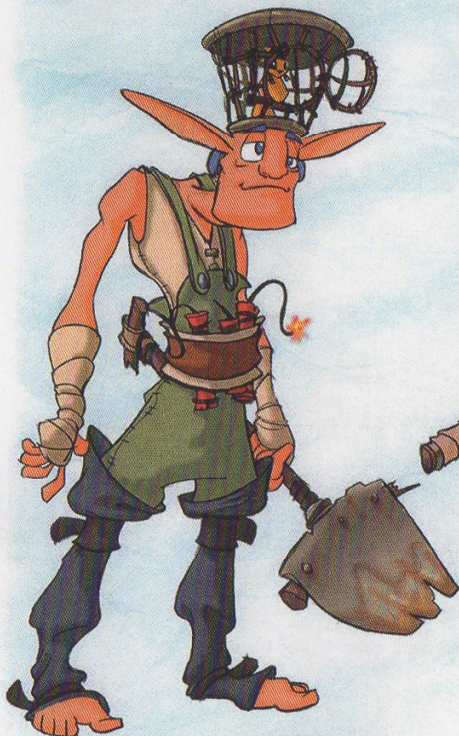
VILLAGE 2

The Warrior

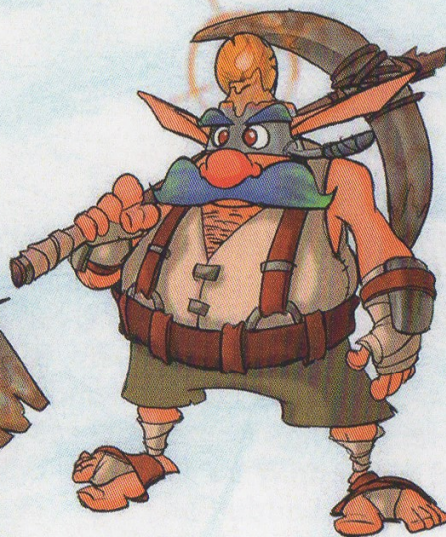
Three time winner of the All Village Heavyweight Yakow Wrestling Championship, this stout and once brave warrior had been defending the locals from the encroaching Lurker infestation until a recent run-in with a huge Monster Lurker left his ego battered and bruised - along with a few other unmentionable body parts.



VILLAGE 3



Willard



Gordy

The Miners

Gordy and Willard have been digging up gems for a long time. Well, at least Willard has been digging; Gordy just sits back and barks orders at his rather dull and slow thinking partner. Both zealously defending their claim, these two dirt entrepreneurs dream of making it rich and retiring in luxury.

SUPPORTING CHARACTERS

VILLAGE 2

The Geologist

Educated and dedicated to her research, the Geologist cares about the history of the land and the creatures it sustains. While working to understand the rock structures of the earth, she will help you in your quest for Power Cells.



Bayou Billy & Farthy

Bayou Billy loves his muddy abode almost as much as he loves a good draught from Momma's Medicine. A bit of a loner, this slap happy swamp surfer's best friend is a cute and plump little Hiphog named Farthy, who when excited, can squeal like a pig.



The Gambler

This down-on-his-luck card shark never knew when to run. Now he's lost his shorts and needs your help. His racing wager is a good bet for earning a nice Power Cell, as well as being a lot of fun!

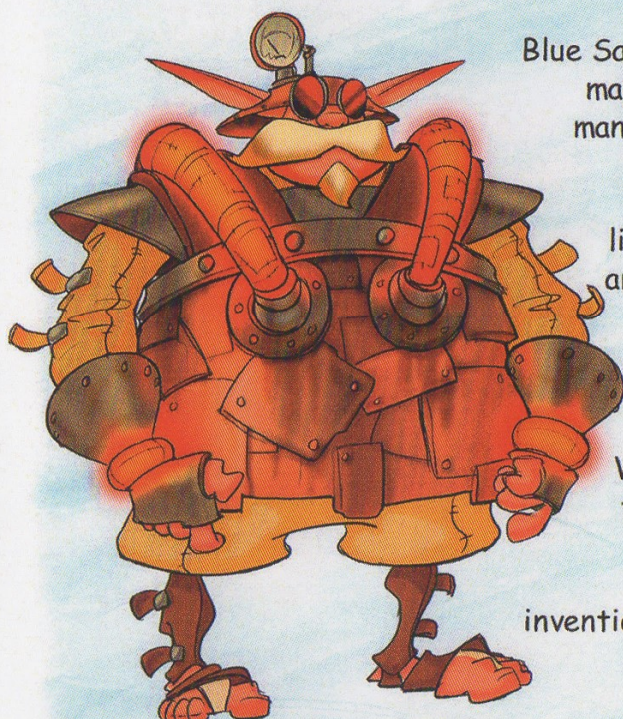
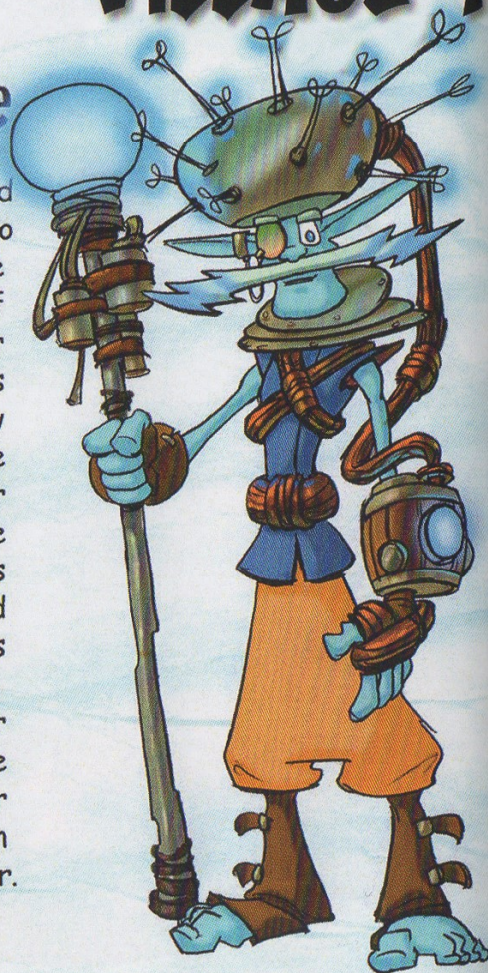
SUPPORTING CHARACTERS

VILLAGE 4

The Eco Sages

Blue Sage

Being the one person in all the land who has devoted himself to the study of Blue Eco, the Blue Sage has become a Master of magnetic motive force. After many years of research, he has come to understand how Blue Eco was once the life blood of many Precursor artifacts, but the knowledge of how the Blue Eco was channeled and controlled to turn on the relics is now sadly lost to time. Working to make life better for Rock City, it appears he was nearing a major breakthrough with an invention to float and move matter.



Red Sage

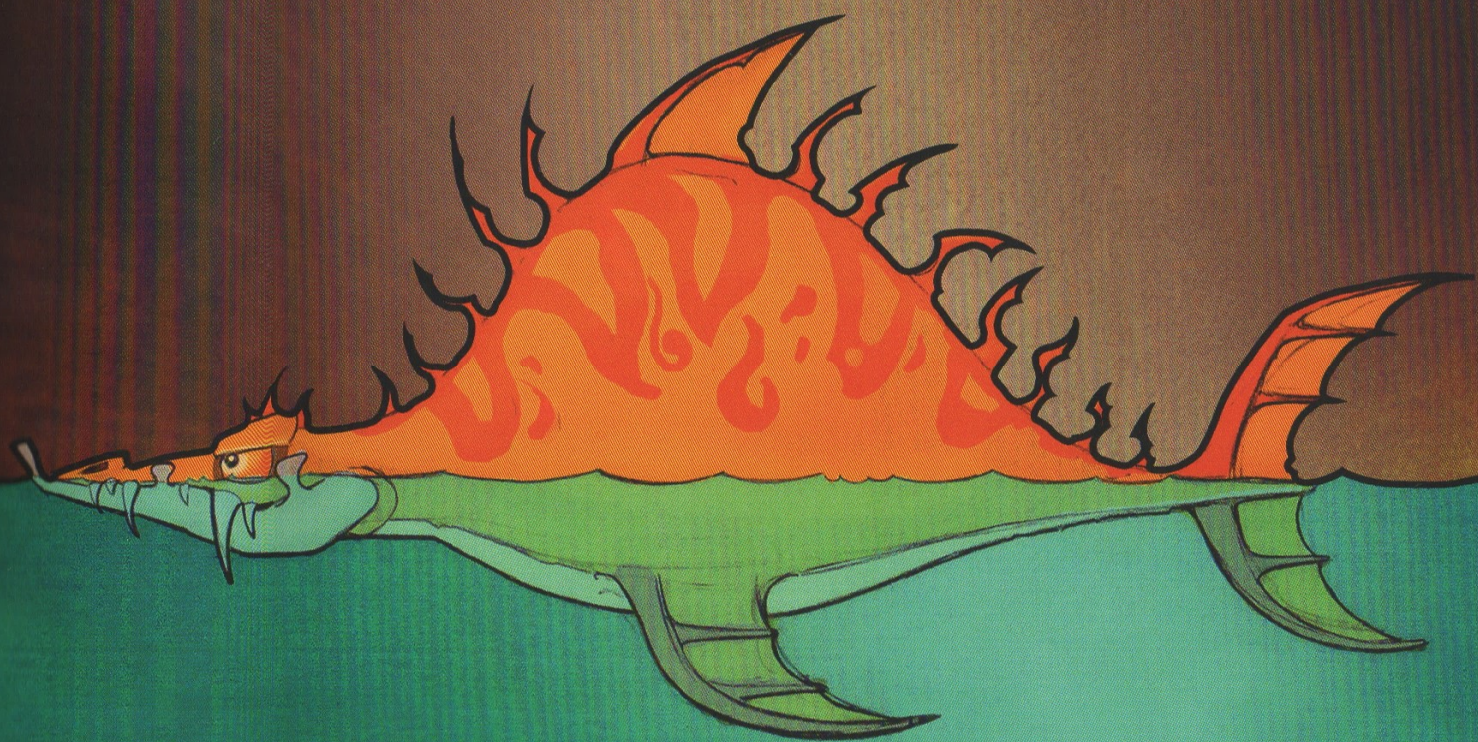
Never one to bore, the gregarious Red Sage is the hands down Master of explosive Red Eco. Working deep in the remains of an ancient volcano crater the Red Sage conducts fiery experiments to learn the secrets of how Red Eco was used by the Precursors. His latest theory is that Red Eco, if properly employed, may somehow be used to create things, not destroy as conventional wisdom would believe.



Yellow Sage

Fascinated with flying objects since youth, the Yellow Sage has vowed to use the powers of Yellow Eco to develop the world's biggest projectile machine. Whether used as a weapon, or launching device, the knowledge of Yellow Eco as a shooting force is of great importance to the world's future, in both peace and war.

5 ENEMIES

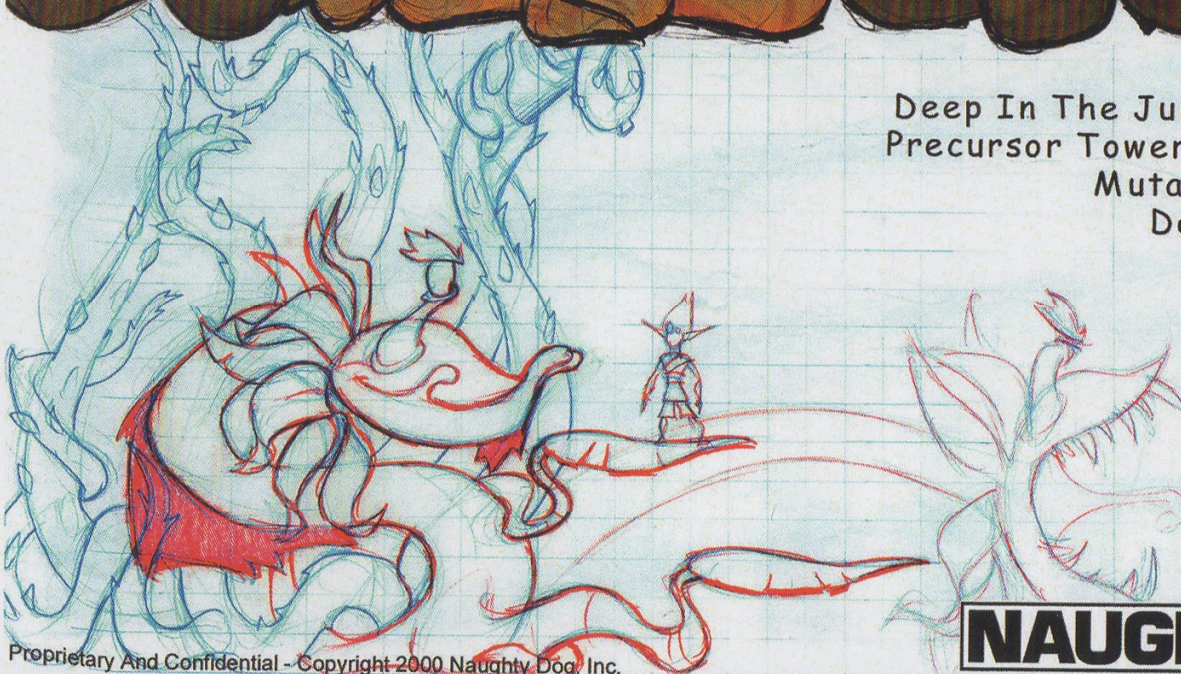


PLANT MINI-BOSS

(JUNGLE)



Deep In The Jungle, Far Under The
Precursor Tower, Lives The Twisted
Mutated Combination Of
Dark Eco And A Once
Peaceful Plant



ENEMIES



TWO HIT ENEMY

The Two Hit Enemy Has Evolved From The One Hit Enemy Into A Formidable Foe. Solid, With A Well Formed Bone Structure And Muscles, The 2 Hit Enemy May Have Hair & Nails And Often Is Seen Wearing Clothing And/Or Armor

ONE HIT ENEMY

The One Hit Enemy Is Frail And Dumb, Roaming The Country Side Alone, In Small Bands, Or In The Service Of The Vastly More Intelligent Two Hit Enemy. They Are Ethereal, And Dissipate Quickly When Defeated.

BEACH ENEMIES

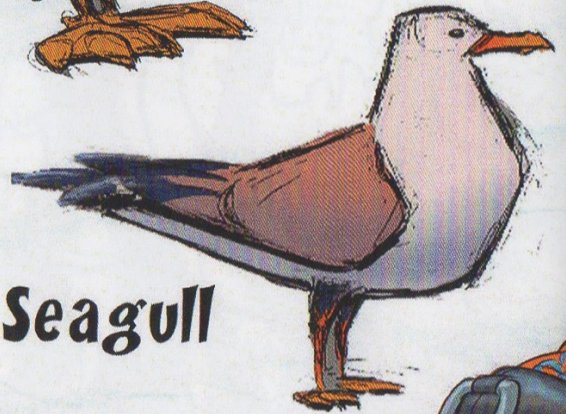
**Lurker
Sandworm**



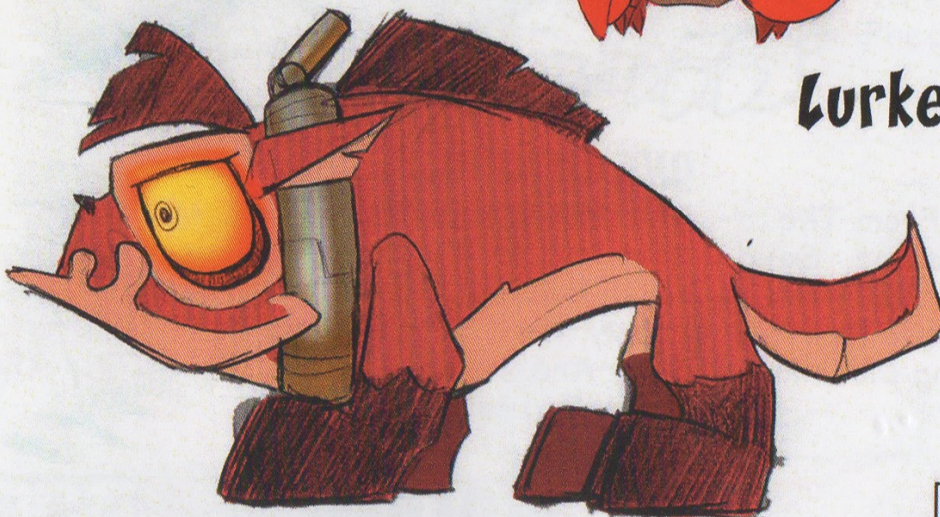
Pelican



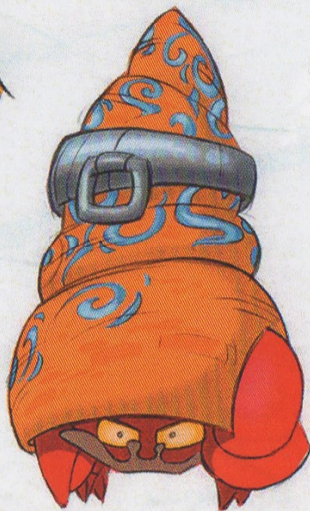
Seagull



**Lurker
Dog**



Lurker Crabs



JUNGLE

ENEMIES

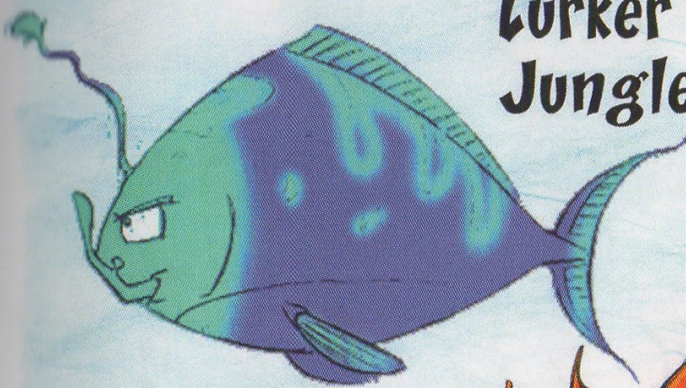


**Babak
Lurker**

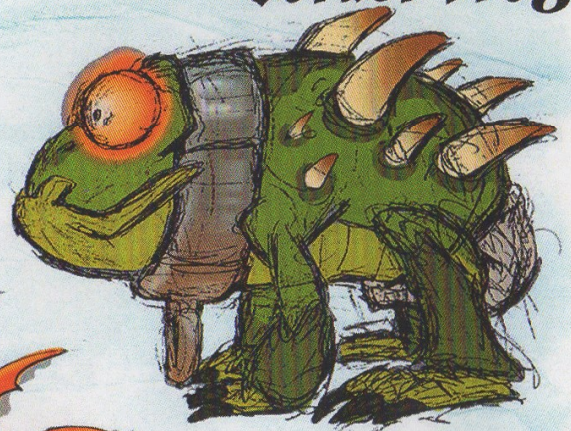
(turns up in levels
throughout the game)



**Lurker
Snake**

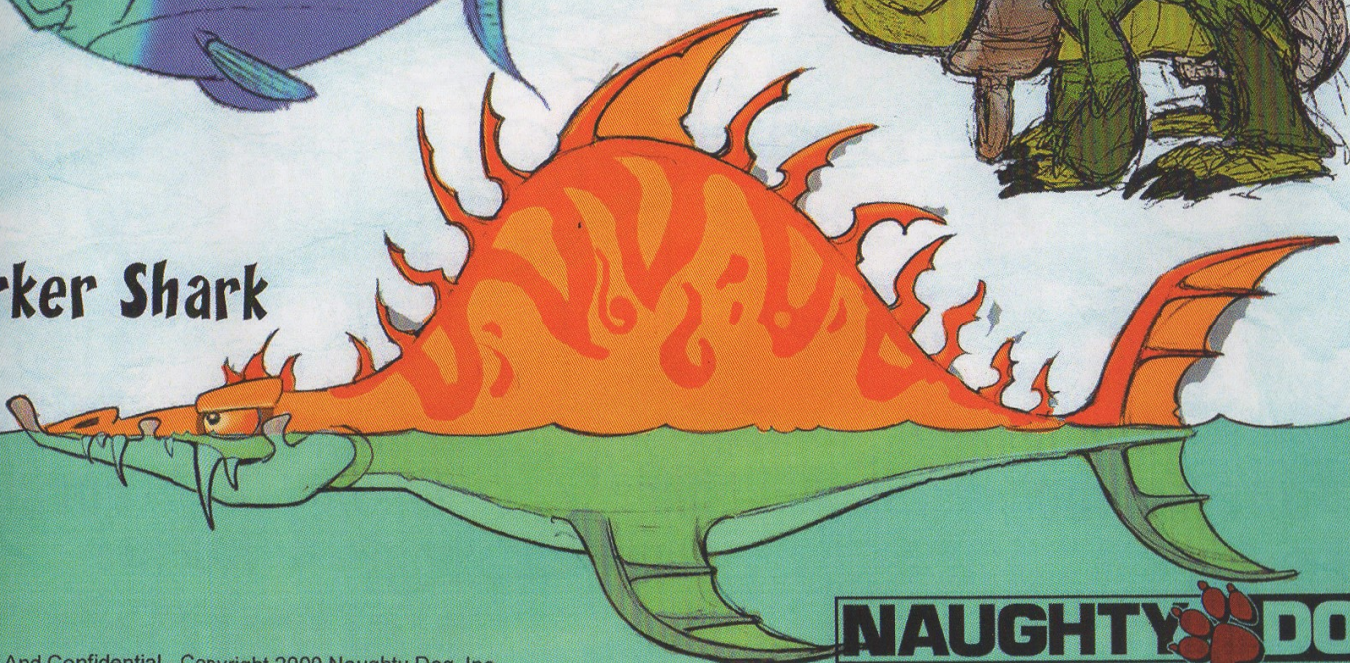


**Lurker
Jungle Fish**



Lurker Frog

Lurker Shark

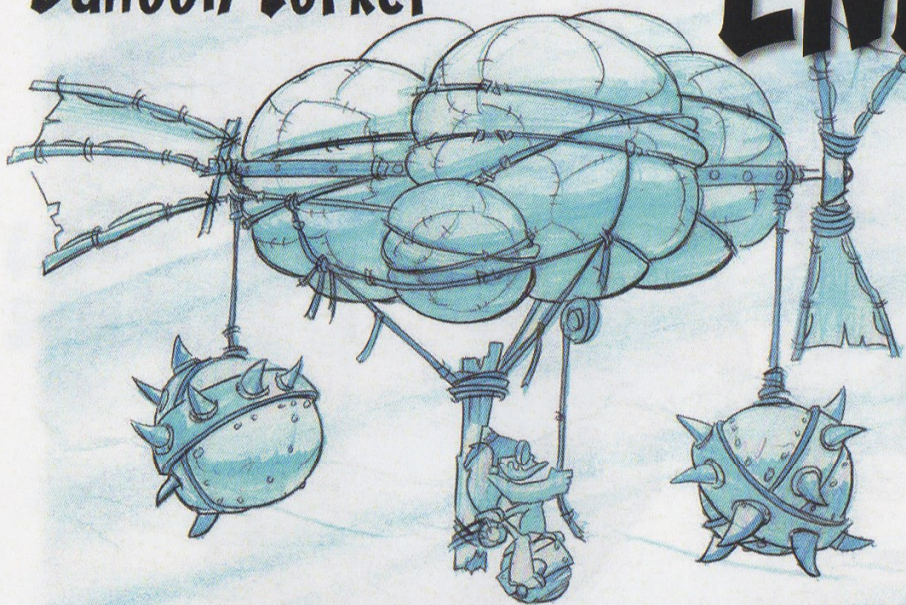


NAUGHTY DOG

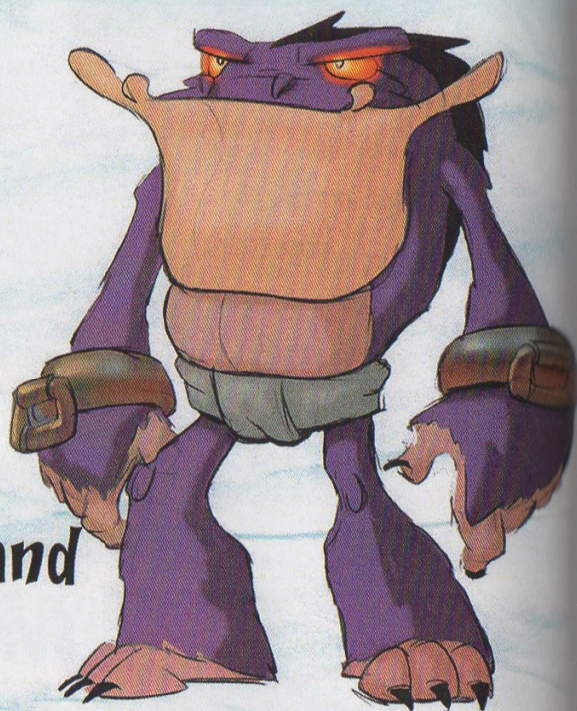
MISTY ISLAND

ENEMIES

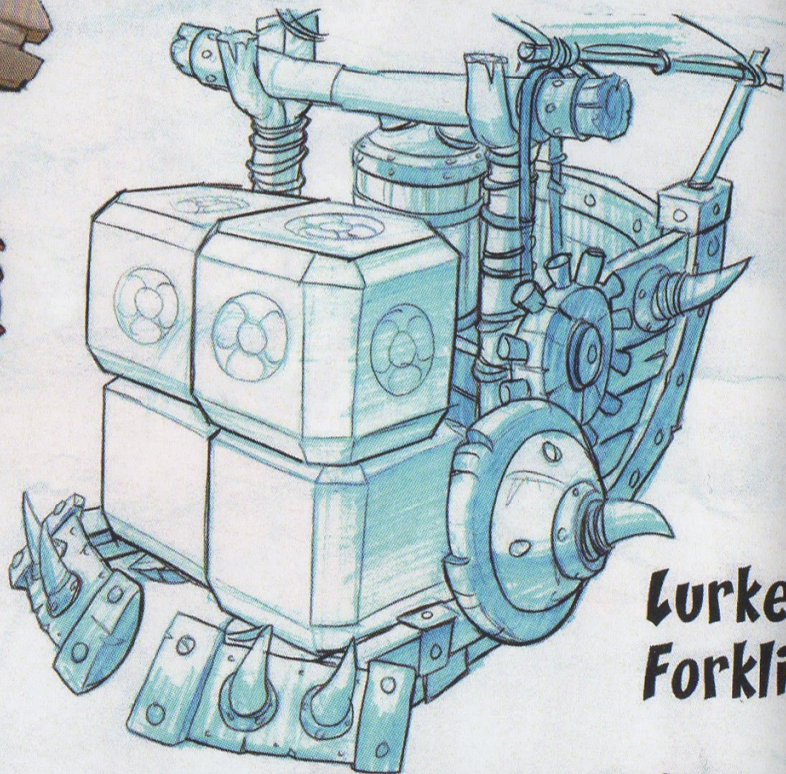
Balloon Lurker



Quicksand Lurker



Bone Armor Lurker



Lurker Forklift

SWAMP ENEMIES

**Shield
Lurker**



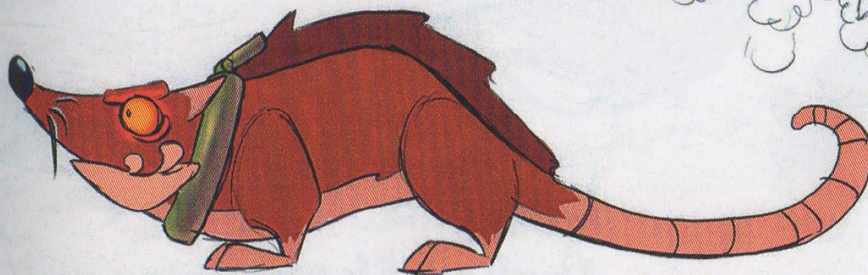
Lurker Bat



Lurker Toad

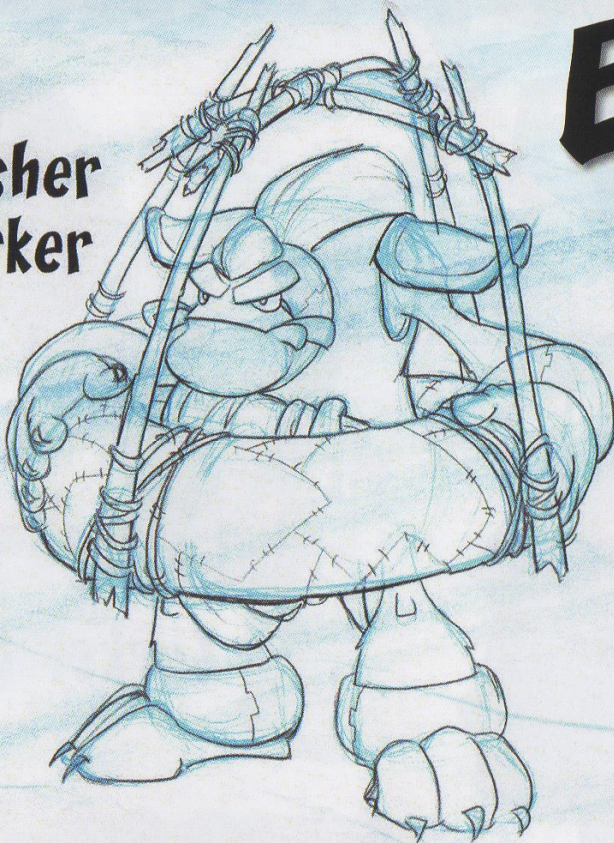


Lurker Rat

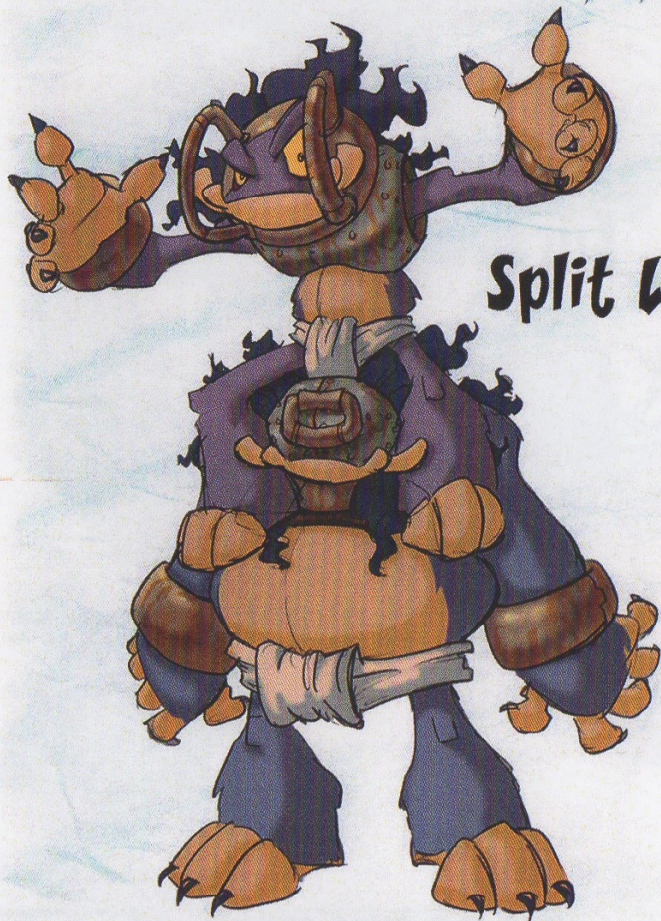


UNDERWATER RUINS ENEMIES

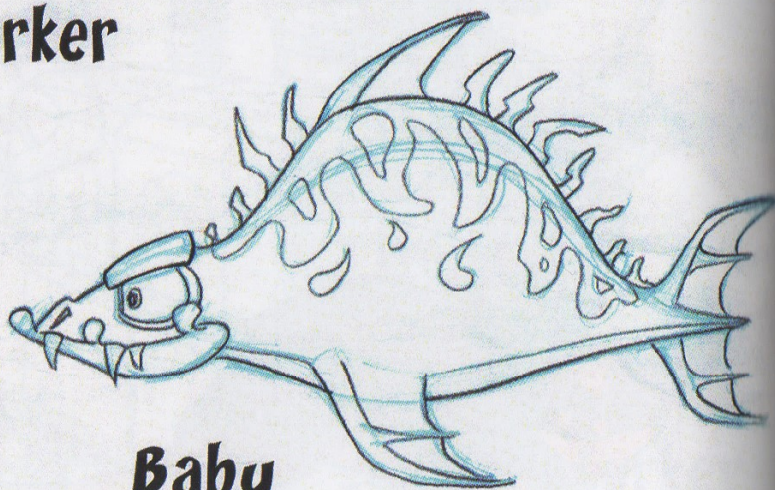
**Pusher
Lurker**



**Wing-Ear
Lurker**



Split Lurker

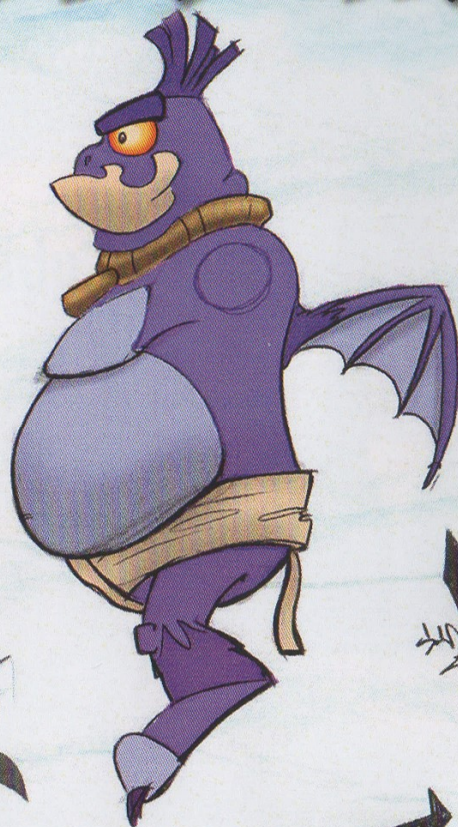


**Baby
Lurker Shark**

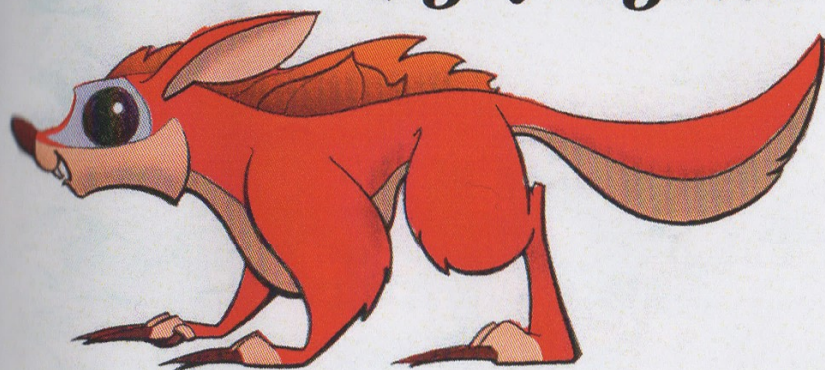
ROLLING HILLS ENEMIES



**Robber
Lurker**



Lightning Mole



**Dark Eco-Infected
Plants**



SNOW ENEMIES



Ice-Cube Lurker



Yeti Lurker



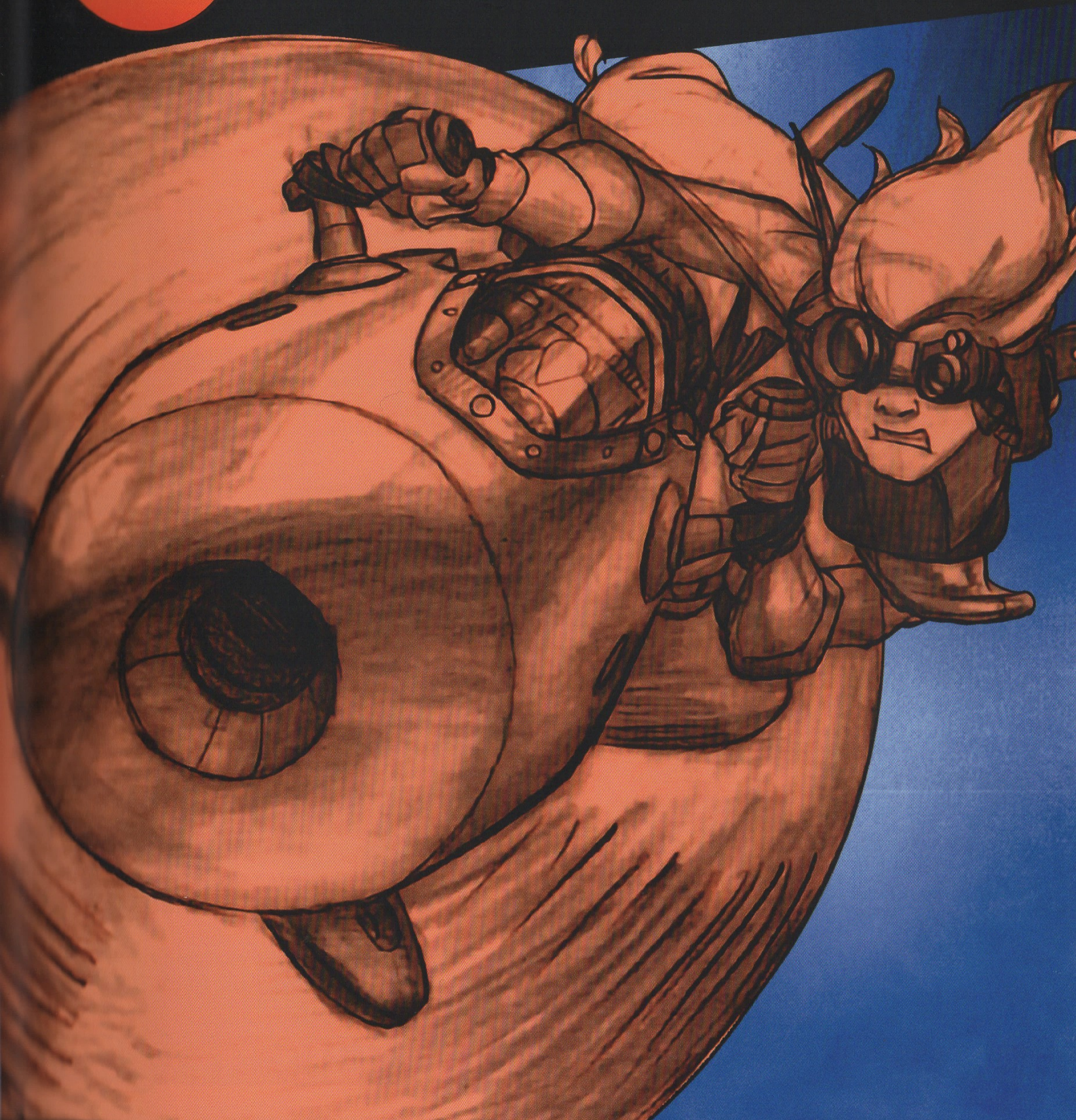
Ram Lurker

Snow Bunny Lurkers

(pack animals)



6 CRAFT



QUICK STATS...

Continued Operating Speed: 383 klik/hr
Maximum Sustainable Speed: 497 klik/hr
Operating Altitude Range: 0.0 m - 8.5 m
Best Operating Altitude: 2.0 m - 3.5 m
Fuel Type: Yellow Eco

VEHICLE

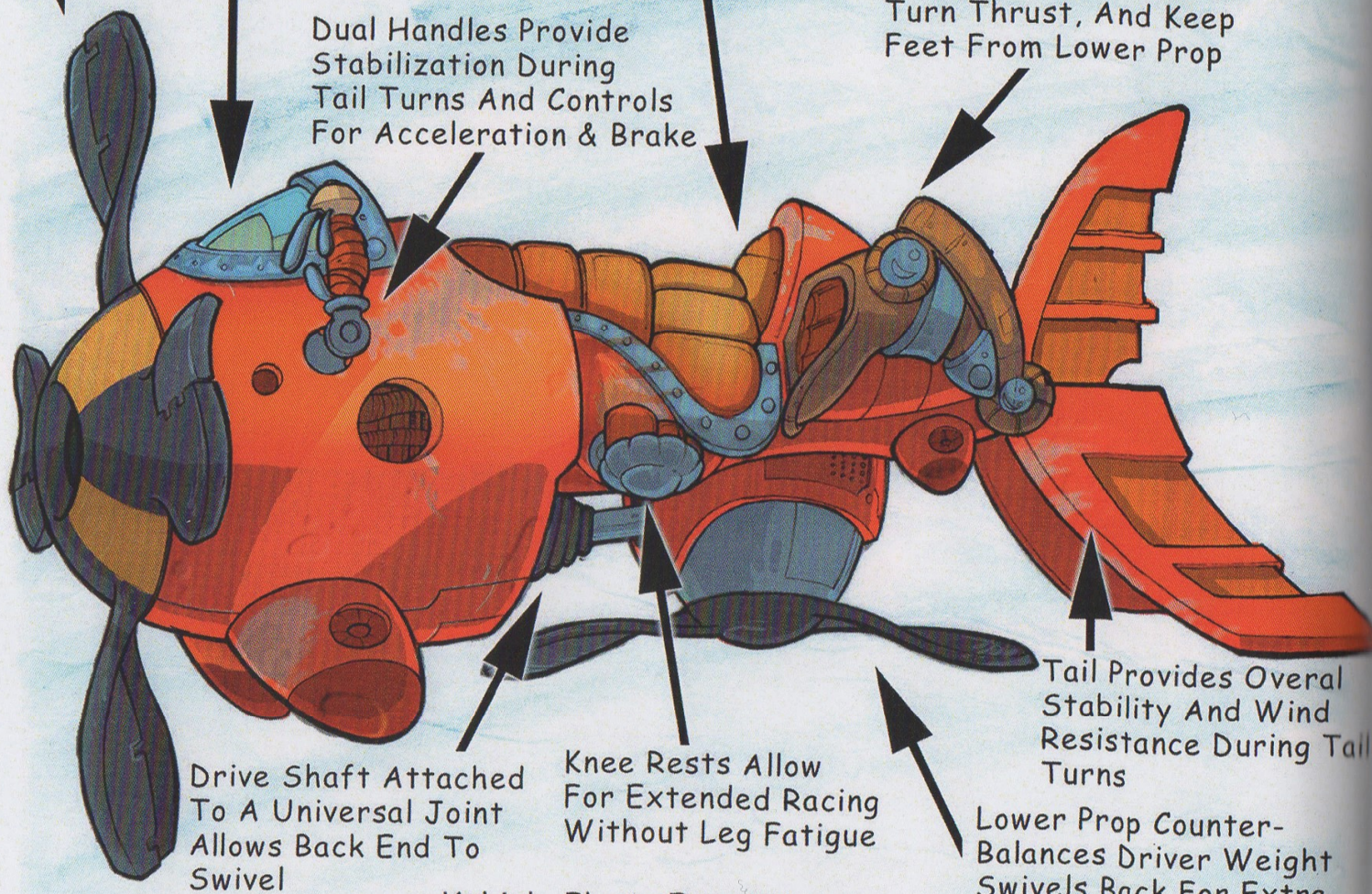
Main Prop Provides
Forward Thrust

Display Hidden Under
Small Windscreen

Ergonomic Seat For
Cruising & Low Wind
Resistance Racing
Positions

Secure Boots Provide
Resistance For Tail
Turns, Operate Lower
Prop For Additional
Turn Thrust, And Keep
Feet From Lower Prop

Dual Handles Provide
Stabilization During
Tail Turns And Controls
For Acceleration & Brake



Drive Shaft Attached
To A Universal Joint
Allows Back End To
Swivel

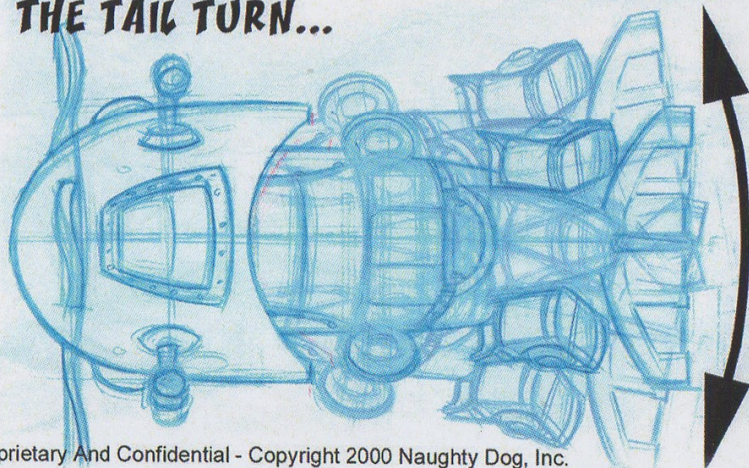
Knee Rests Allow
For Extended Racing
Without Leg Fatigue

Tail Provides Overall
Stability And Wind
Resistance During Tail
Turns

Lower Prop Counter-
Balances Driver Weight
Swivels Back For Extra
Rear Lift When Speed
Is Desired, And Swivels
Left & Right For Turn
Thrust During Tail Turns

Vehicle Floats Even When
Not In Operation, And Will
Drift If Left Unsecured

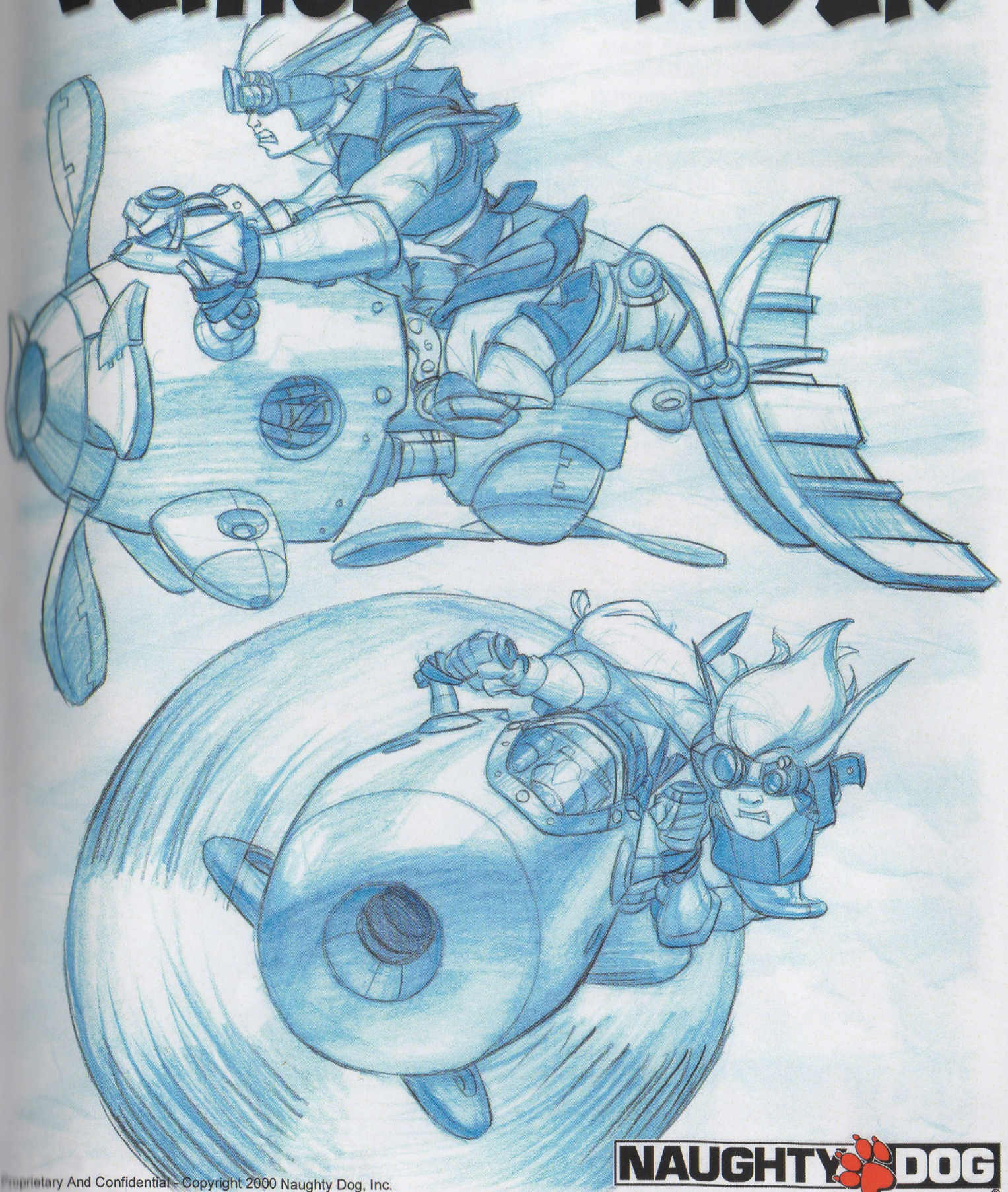
THE TAIL TURN...



Character Can Rotate Tail Left & Right
To Facilitate Turning Of Vehicle By
Channeling Wind Over Skewed Tail Fins

Bottom Prop Rotates Automatically In
Synch With Tail To Add Even Greater
Lateral Wind Force

VEHICLE + RIDER



...2001



Main Character's Flut Flut:

Age: Newborn

Height: 4 Meters

Color: Blue w/ Yellow Highlights*

Maternal Imprint: Sidekick

*Varies By Bird In A Similar Fashion
To Earth Parrots

FLUT FLUT

The Rare, Awe Inspiring Flut Flut Is The Most Feared Predator In The World. Adults Have Been Spotted With Wingspans Reaching Up To 15 Meters.

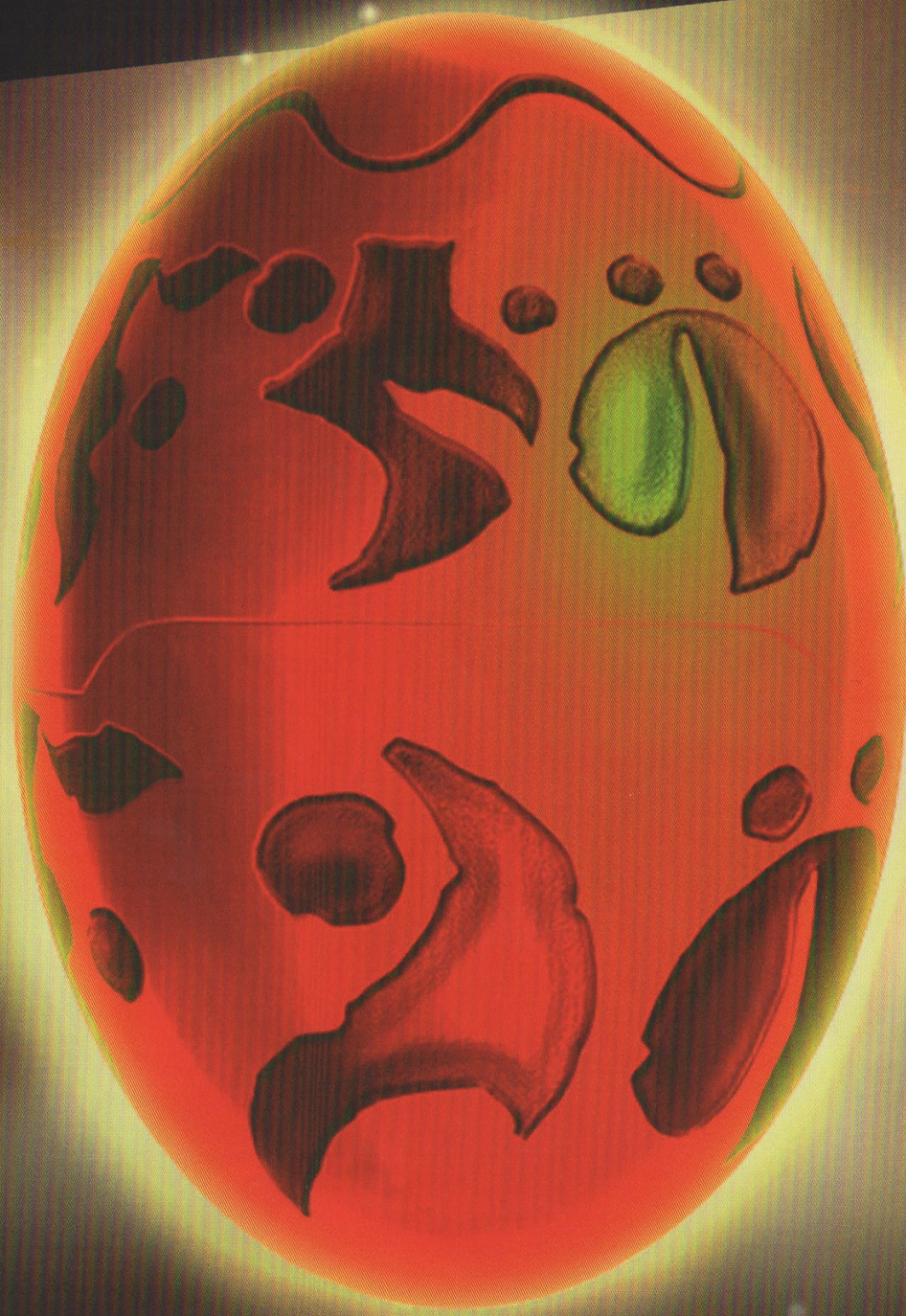
The Birds May Have Been Known To Feed On Almost Any Warm Blooded Creature, But They Tend To Focus On Those Over A Meter Tall And For Unknown Reasons, They Tend To Avoid Humans Unless Starved Or Angered Though The Adults Are A Force To Be Reckoned With, The Young Are Quite Friendly, And Stories Abound Of Children Playing With The Infant Birds. These Stories Usually Conclude With The Return Of One Of The Parents, And Then Take A Turn Towards The Horrific.

Although It Has Not Been Seen In Generations, Tales Are Told Of Birds That Have Been Tamed And Ridden As One Would Ride A Common Yakow



NAUGHTY DOG

7 PRECURSOR TECHNOLOGY



PRECURSOR TECHNOLOGY

The Precursors, A Super Advanced Culture
That Occupied The World Long Ago,
Have Left Robotic Ruins
Throughout The
Landscape

It Is Unclear
What These Giant
Robots Were Used For.

It Is Clear, However, That
The Precursors Had Used
Eco For Their Benefit

Whether Or Not Eco Was
The Reason For Their
Eventual Downfall
Remains A
Mystery

Some Of The Precursor's
Sleeping Technology Can Be
Brought Back To Life If Its
Secrets Can Be Discovered.

The Boss Does
Just That, And You
Face A Resurrected
Robot In The Final
Battle... With An
Awakened Robot
Of Your
Own

NAUGHTY DOG

PRECURSOR TECHNOLOGY

ORBS

Scattered Around The World
Are Dozens Of Precursor Orbs.

What Use The Precursors Had
For These Anti-Gravity, Floating
Eggs Is Unknown. Some
Speculate That The Orbs
Powered The Giant Robots That
Litter The Planet. Others
Suggest That They Were
Integral, But Not The Actual
Source Of Power.

All Would Agree That The
Orbs Are Found In Greater
Numbers Around The Huge
Rusting Relics...

...And That They Are In
High Demand

THE PRECURSOR ALPHABET



NAUGHTY DOG

PRECURSOR ROBOTS

The Precursors Use Giant Robots Shielded From Dark Eco And Powered By Light Eco Hearts, To Shape Barren Rocks Into Life Sustaining Planets Even The Wisest Sages Are Unaware That The Robots Littering The Landscape Were The Bulldozers Used To Create Their World In Fact On All Other Planets The Precursors Have Created They And Their Robots Leave No Traces When The Work Is Done

Eco Refueling Tube: The Long Snout Like Beak On The Robots Are Used To Suck Eco From The Planet, Replenishing The Robot's Supplies.

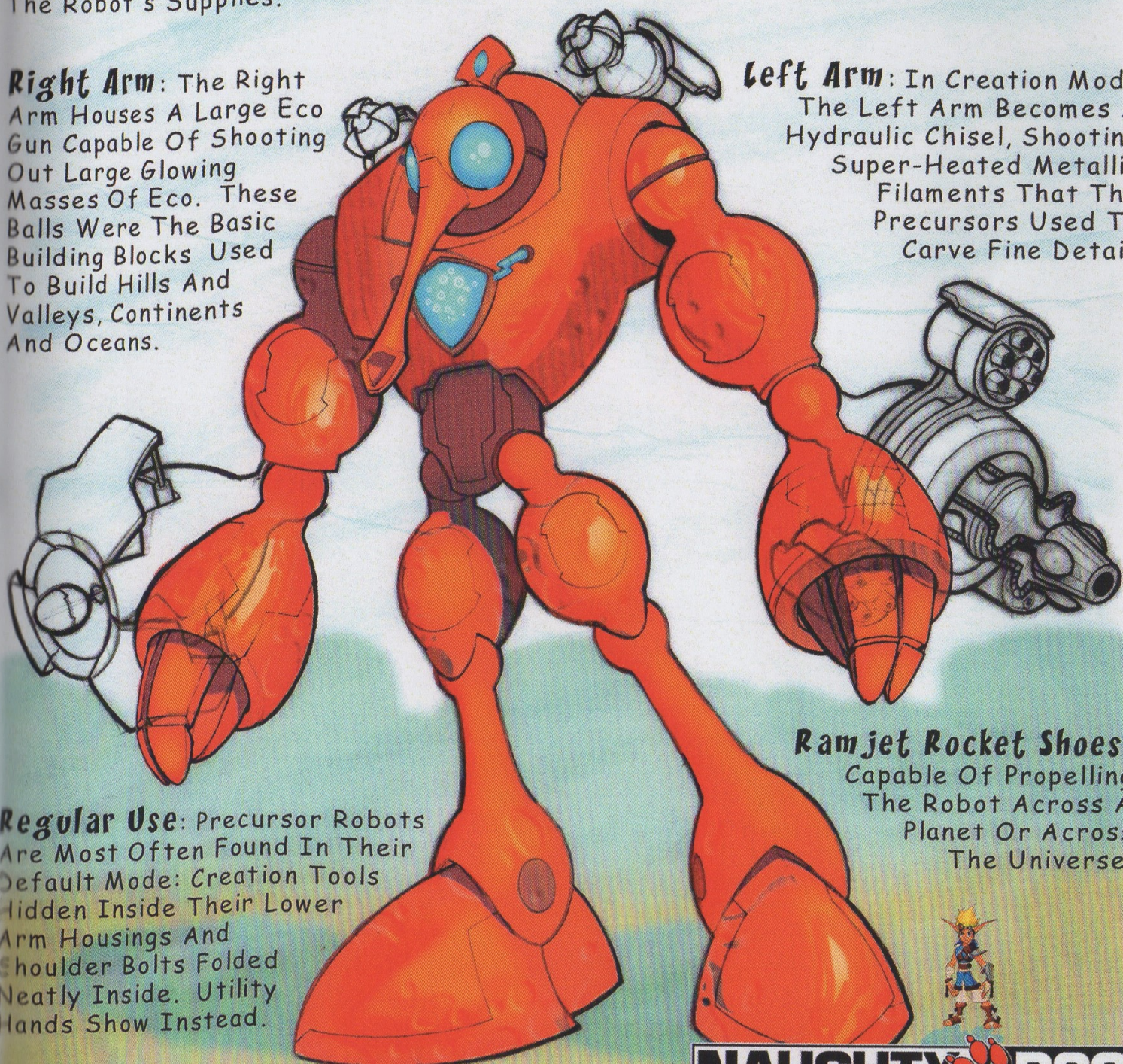
Shoulder Bolts: The Shoulder Bolts Emit Waves Of Fine Tuned Eco To Create Water And The Atmosphere

Right Arm: The Right Arm Houses A Large Eco Gun Capable Of Shooting Out Large Glowing Masses Of Eco. These Balls Were The Basic Building Blocks Used To Build Hills And Valleys, Continents And Oceans.

Left Arm: In Creation Mode The Left Arm Becomes A Hydraulic Chisel, Shooting Super-Heated Metallic Filaments That The Precursors Used To Carve Fine Detail

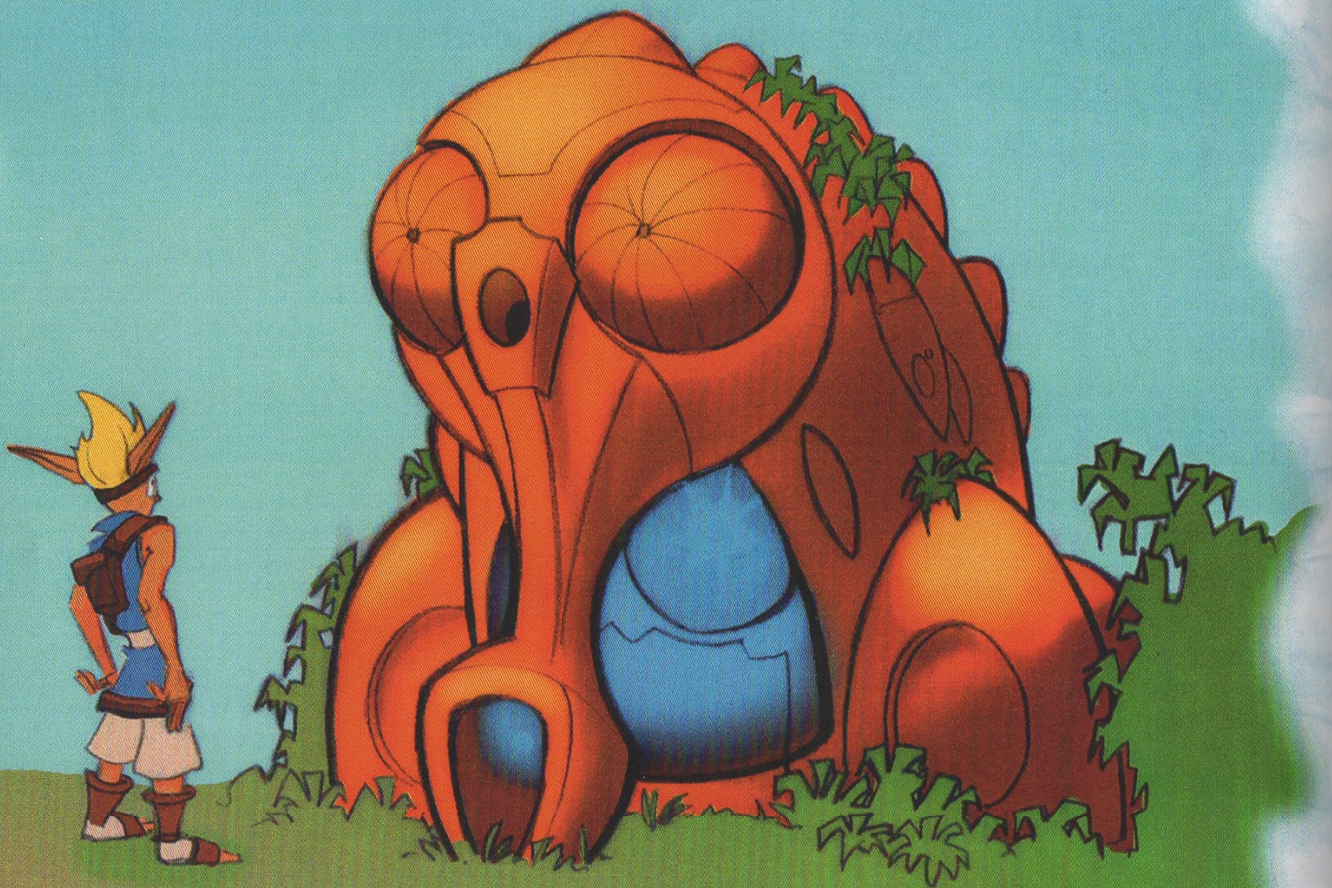
Regular Use: Precursor Robots Are Most Often Found In Their Default Mode: Creation Tools Hidden Inside Their Lower Arm Housings And Shoulder Bolts Folded Neatly Inside. Utility Hands Show Instead.

Ramjet Rocket Shoes: Capable Of Propelling The Robot Across A Planet Or Across The Universe.



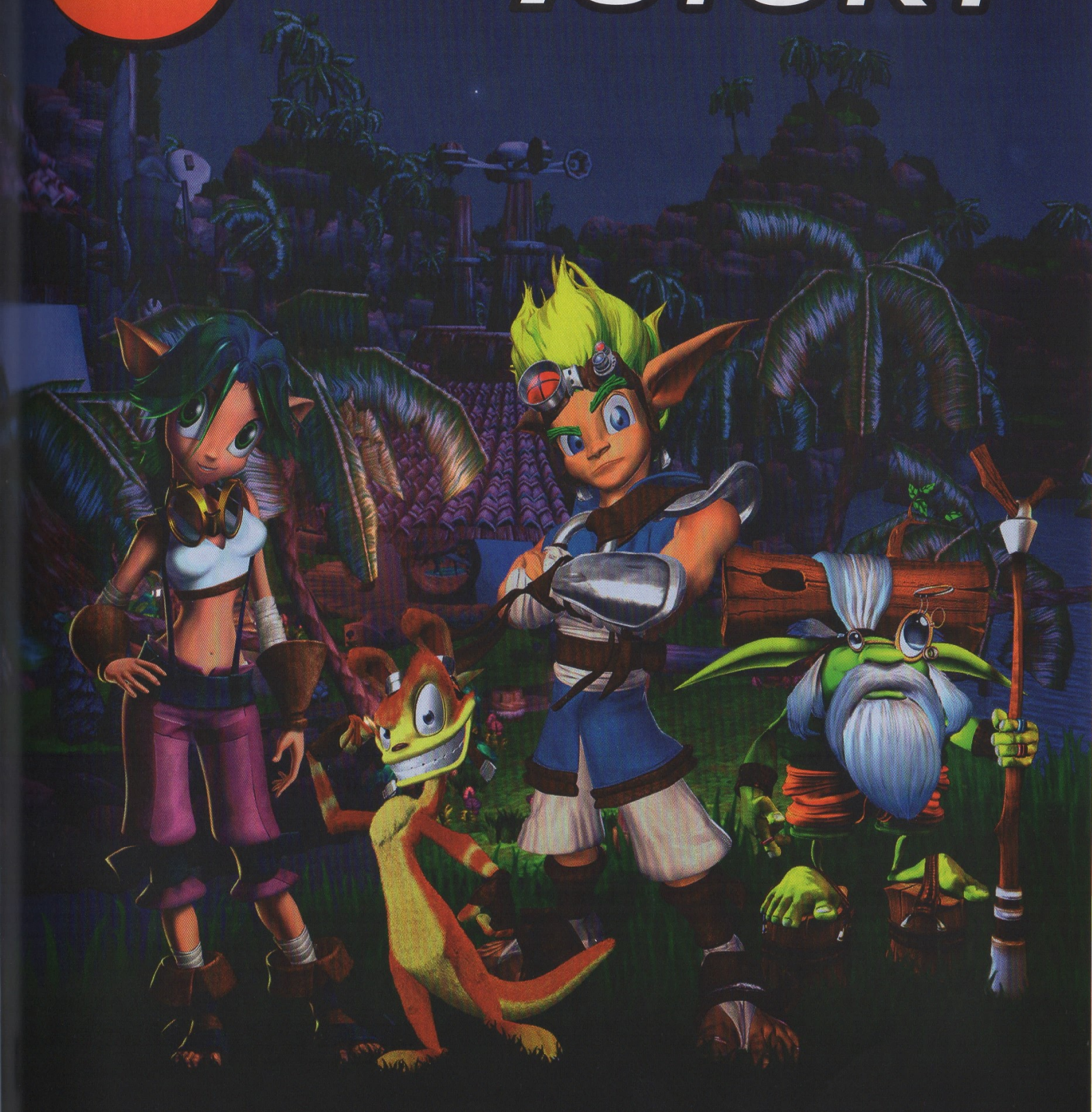
NAUGHTY DOG

THE PRECURSOR ORACLES



Watching and waiting before time memorable, the mysterious Precursor Oracles can be found near each village. Their true purpose and meaning is unknown, but Orbs can be exchanged with them for Power Cells, and with each exchange a bit of arcane wisdom is imparted. Waiting for someone special to prove themselves, the Oracles will sometimes send a fortunate few on "tests" to find the One True Hero.

8 PLOT/ STORY



STORY SYNOPSIS

--**W**hile exploring some ruins off the coast of your seaside village, you cause a terrible accident, transforming your friend into an orange, weasel-like rodent and triggering changes in you that are not readily apparent.

--**B**ack home, your Mentor, the village Master Sage, tells you that the only way to help your friend is to trek far north seeking a fellow Sage, named Fin. He alone risks working with the dangerous material that caused your friend's transformation: Dark Eco.

--**Y**ou begin the harrowing journey north with the help of your Mentor and his mechanically savvy daughter. Along the way you learn about an ancient race called the Precursors and eventually find a fully intact Precursor Robot buried deep underground. Your Mentor's daughter also discovers that their mythical power source, Light Eco, may be the only way to counteract your friend's Dark Eco transformation.

--**U**ltimately, you expose a plot by the corrupted Sage Fin and his evil Sister. They have kidnapped the other four Master Sages, including your Mentor, and forced them to modify a Precursor Robot in order to unearth and release vast underground stores of Dark Eco, which would corrupt the world forever.

--**I**ntent on stopping their plan, you battle your way to Fin's lab just as the evil robot is being launched. In the process you are trapped, and all appears lost until your Mentor's daughter crashes through the lab ceiling using the Precursor Robot you had discovered earlier, but in doing so draining its last power.

--**N**ow a master of the Light Eco sciences, the mentor's daughter quickly realizes that she can extract more of this precious energy from your very body, infused into you during the accident in the ruins. Once the Light Eco is extracted, and with the permission of your friend, she powers the robot and then, tired by the extraction, directs you to chase after Fin.

--**Y**our friend joins you in the final chase, though with the use of the last Light Eco to fuel the robot, and in defeating Fin, you remove any chance for him to return to his normal body.

--**I**n a dramatic robot versus robot battle, you and your friend defeat Fin and his sister and stop the release of Dark Eco, saving the world.

VILLAGE 1

1) Herd the Farmer's Yakalows into the corral to win an Energy Cell.

Resident NPC's

Sage

Sage's Assistant

Village Chief

Fisherman

Farmer (with Yakalows)

Sculptor

Bird Girl

Merchant

LEVEL 1 - BEACH

- 1.) Someone has plugged up the Sage's Green Eco Collectors. Break the rocks with your attacks to unblock the vents. The last one will reveal an Energy Cell.
- 2) The Bird Girl watched Lurkers cage and take away a giant mother Flut Flut bird, leaving its lone egg behind in the cliffside nest. Bird Girl has made a small stack of hay below the nest, and she asks you to climb the cliff and push the egg off to rescue it.
- 3) A big Sea Bird has eaten an Energy Cell and is now sleeping on its perch. Smack the bird, causing it to cough up the Energy Cell, then race to grab it before the bird does.
- 4.) Chase a flock of Seagulls from each of their four resting places, causing the flock to finally land on the cliffside above, triggering a landslide! The landslide reveals special carvings in the cliff, and an Energy Cell drops from the rocks above.
- 5.) Using Blue Launchers, blast up to the Sea Fort Tower and take out the Lurkers who have been firing a cannon at you for some time. As if payback wasn't sweet enough, an Energy Cell will also be waiting there.
- 6.) Collect Eggs to trade with the Village Chief, Farmer, or Merchant.
- 7.) Find seven of the Sage Assistant's Buzzers. The last one will give you an Energy Cell.

LEVEL 2 - JUNGLE

- 1.) The Blue Eco Energy Beam which powers much of the village has stopped coming from the Jungle. The Village Chief asks you to go to the Jungle and reconnect the beam using the Mirror Towers.
- 2.) As you search inside the Precursor Temple, you find an Energy Cell at the top of the highest tower.
- 3.) In the Blue Switch Room inside the Temple you find another precious Energy Cell.
- 4.) The Sage tells you his plants have "talked" about a dark plant abomination living in the depths of the Temple. Destroy this Mini-Boss to get an Energy Cell and a way back out of the temple.
- 5.) The Village Fisherman has turned to fishing in the river now that Lurker Monster Fish have destroyed his fishing boat. So far he's having no luck. Catch 100 pounds of fish for the Fisherman (Mini-game), and he will give you an Energy Cell, and a ride to Misty Island!
- 6.) Collect Eggs to trade with the Village Chief, Farmer, or Merchant.
- 7.) Find seven of the Sage Assistant's Buzzers. The last one will give you an Energy Cell.

LEVEL 3 - MISTY ISLAND

- 1.) Searching Misty Island, you find an Energy Cell on the Lurker Boat being used to offload Precursor artifacts.
- 2.) Inside the Precursor Station, near a Dark Eco Silo, you find an Energy Cell.
- 3.) The Sage tells you to stop the Lurkers from breaching the Dark Eco Silo on the island. Climbing and barrel jumping your way to the top of the Precursor Station Roof, you must fight and stop the Lurkers bent on bombing the silo.
- 4.) The Assistant teleports your Hover Bike to the island and you zoom around the cove destroying Lurker Balloon Bombers who are mining the sea. The last one has an Energy Cell.
- 5.) The Village Sculptor has lost his pet Muse. Chase it down on Misty Island, then bring it back for an Energy Cell.
- 6.) Collect Eggs to trade with the Village Chief, Farmer, or Merchant.
- 7.) Find seven of the Sage Assistant's Buzzers. The last one will give you an Energy Cell.

VILLAGE 2

- 1) Collect 90 Orbs and bring them to the Gambler for a power cell.
- 2) Collect 90 Orbs and bring them to the Geologist for a power cell.
- 3) Collect 90 Orbs and bring them to the Defeated Warrior for a power cell.
- 4) Collect 90 Orbs and bring them to the Orb Oracle for a power cell.

Resident NPC's

Blue Sage (Missing)

Warrior

Bayou Billy (actually lives in swamp w/Farley)

Gambler

Geologist (with lightning moles)

LEVEL 4

- UNDERWATER RUINS

- 1.) Find the chamber the Blue Sage has been studying in the Lost Precursor City. Using your unique ability to controll blue eco, charge up the 5 eco capacitors to enter the chamber. Once inside, activate the chamber by pressing the button. The chamber will rise to the surface of the ocean allowing you to retrieve the Power cell on the roof.
- 2.) Find the Starting Point of the three colored pipes in the Lost Precursor City. Spot the pipe that contains the Power Cell, and after the Cell is sucked in, follow that pipe to it's end before the time limit expires, causing the cell to return to the beginning.
- 3.) Adventure to the lowest depths of the complex by sliding down a tube. After collecting the orbs stashed there, out-run the flood that will chase you as you launch and climb your way up the tower leading back to the top. There is a power cell waiting to be collected just as you beat the flood.
- 4.) A Power Cell is yours for the taking, if you can get across a pool of water filled with 7 deadly baby Lurker Sharks. The sharks will surely eat you if try to out-swim them. The only way to safely navigate their pool is to Power up to maximum blue level, causing them to freeze in place. If you have activated the Blue Eco switch in the Forbidden Jungle Temple, powering up should be easy.
- 5.) Jump on each of the color changing platforms until they all match. Once all platforms are aligned to the same color, the iris door will open up revealing a power cell. But be careful not to fall in the water because then the colors will reset and you will once again be chased by a baby Lurker Shark.
- 6.) Find the seven hidden Scout Flies in Lost City and free them all for a Power Cell.

LEVEL 5 - ROLLING HILLS

- 1.) Using your Zoomer, herd the four Lightning Moles back into their hole. You will get a power cell from the Geologist for completing this task.
- 2.) Chase down the lurkers who stole the Blue Sage's Power Cell. Use your Zoomer to ram into the lurkers, killing them. The last one that you kill will give you a power cell.
- 3.) Navigate the tricky turns of Dead Man's Gorge in less time than the current "record" to win a power cell from the Gambler.
- 4.) Using your Zoomer, ride up and along narrow ridges, raised pathways and over jumps to reach the Power Cell waiting for you at the end.
- 5.) Pick up green eco with your Zoomer and ride out over the dark eco infected plant field. Release the green eco as you sweep across the field, curing the plants that the eco falls on. Hurry and pick up more green eco and make another pass before the cured plants are re-infected by the remaining sick ones. Heal all of the plants a receive a Power Cell.
- 6.) Find the seven hidden Scout Flies in the Precursor Basin and free them for a Power Cell.

LEVEL 6 - BOGGY SWAMP

- 1.) Find each of the four boulders holding down the tethers to the Zeppelin and blow them up using yellow eco shots. Upon breaking the last boulder, the Zeppelin will rise up, pulling a Precursor artifact out of the tar... and a Power Cell as well!
- 2.) Using your swing pole mechanic, cross over dangerous tar to reach a high platform where a Power Cell waits.
- 3.) Using your Flut Flut, ride and hover across large platform gaps over dangerous tar to get a Power Cell in the middle of the bog.
- 4.) If you can find a special way, use Yellow Eco to shoot the three boulders holding down platforms in dangerous tar. Then use the platforms to reach a Power cell on the far shore.
- 5.) Using Yellow Eco, shoot the Lurker Rats to protect Farthy's snacks for 30 seconds. If you keep the rats from stealing at least one snack, Farthy will return and bring a Power Cell with him.
- 6.) Find the seven hidden Scout Flies in the Precursor Basin and free them for a Power Cell.

STORY SYNOPSIS

Revised 3/1/01

-- **W**hile exploring some ruins off the coast of your seaside village, you cause a terrible accident, transforming your friend into a weasel-like rodent.

-- **A**fter returning home, your Mentor, the Green Sage, tells you that the only way to help your friend is to trek far north, seeking a fellow Sage named Gol. Being the only Sage studying Dark Eco, he may hold the secret to undoing your friend's transformation.

-- **Y**ou begin the harrowing journey north, with the help of your Mentor and his mechanically savvy daughter. Along the way you learn more about an ancient race called the Precursors and about your unique ability to control Eco, the naturally occurring energy of the world.

-- **U**ltimately, you expose a plot by a Dark Eco corrupted Gol and his evil Sister Maya to kidnap the four Sages of the land and force them to piece together a giant Precursor robot. Using this robot, they plan to unleash vast underground stores of Dark Eco, twisting the world forever.

-- **I**ntent on stopping this plan, you battle your way to Gol and Maya's lair in an underground Precursor City, arriving just as the kidnapped sages are putting the finishing touches on the evil Robot.

-- **A**s you prepare to destroy the robot, Gol and Maya, launch it into action, escaping before you can deliver your death blow. You chase after their mechanical monstrosity down twisting subterranean passageways until you have them cornered, where you battle it out to save the world.

-- **I**n the end, your transformed friend sacrifices his only chance to return to human form as you finish off Gol and Maya.

VILLAGE 1

Revised 3/1/01

- 1.) Collect 90 Orbs and bring them to the Mayor for a Power Cell.
- 2.) Collect 90 Orbs and bring them to the Explorer for a Power Cell.
- 3.) By chasing and running in smart ways, herd the Yacows into their pen as they run away. The Farmer will give you a power cell for completing this task.
- 4.) Collect 90 Orbs and bring them to the Orb Oracle for a Power Cell.

Resident NPC's

Sage (master of Green Eco)

Sage's Assistant

Village Mayor

Fisherman

Farmer (with Yacows)

Sculptor

Bird Lady

Explorer

LEVEL 1 - BEACH

Revised 3/1/01

- 1.) Find the Eco Harvester Balloons on Sentinel Beach and punch the five rock piles below them to break up the rocks and start the green eco flowing again.
- 2.) Climb the cliff on Sentinel Beach and push the Flut Flut egg off the cliff to free the baby Flut Flut Bird. The Bird Lady will give you a Power Cell.
- 3.) Kick the sleeping Pelican on the island in the cove, then chase the Power Cell he spits out to its landing place on the beach, and pick it up before the Pelican comes back for it.
- 4.) Chase the flock of Seagulls from each of their five landing spots on Sentinel beach. When they land on the last spot, they will cause an avalanche, revealing a Power Cell.
- 5.) Use the blue eco launchers to blast up to the top of the Tower Cannon and take out the lurkers on top to win a Power Cell.
- 6.) Find the seven hidden Scout Flies on Sentinel Beach and free them all for a Power Cell.

LEVEL 2 - JUNGLE

Revised 3/1/01

- 1.) Go to each of the five (5) towers and adjust the beam using the periscope so that the each tower's beam lines up with the next tower. When all five beams are lined up, the Eco beam will flow through the towers to Sandover Village and turn on the Eco Mill. Go back to the mayor to get a Power Cell as a reward for completing this task.
- 2.) Using Blue Eco open the door to the Temple and climb to the top of the highest tower. A Power Cell will be waiting for you there, along with a great view.
- 3.) Find the Blue Eco Room and there you will also find a Power Cell. You will also be able to turn on the Blue Eco Master Switch which will turn on capped Blue Eco vents all over the world.
- 4.) Find the Dark Eco Plant room in the Forbidden Temple, and beat the Boss in a fight to win a Power Cell.
- 5.) Talk to the Fisherman and play the Fishing Game. Using a net, collect enough fish (in pounds) without missing too many or touching an eel, and you will win a Power Cell!
- 6.) Find the seven hidden Scout Flies in Forbidden Jungle and free them all for a Power Cell.

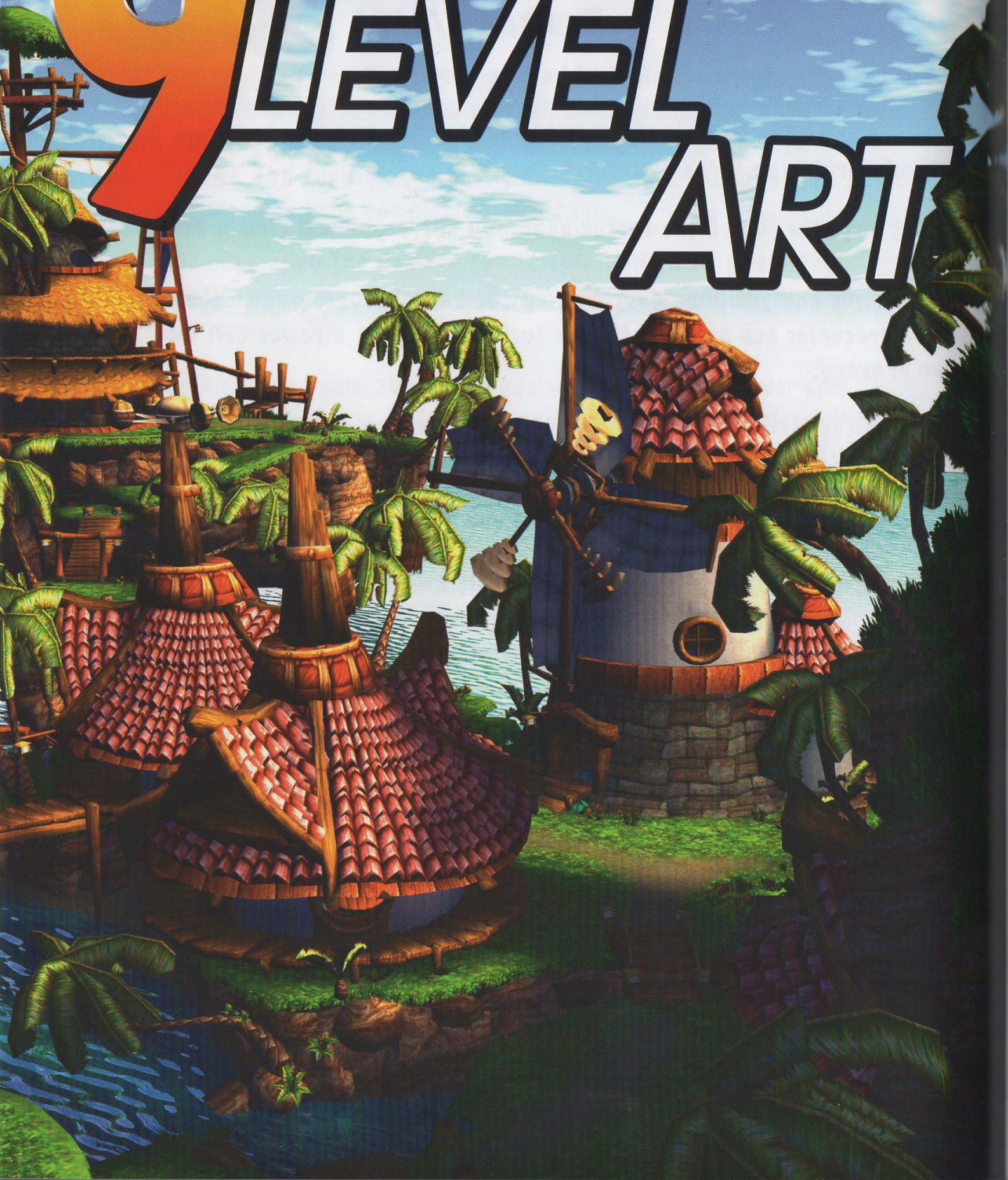
LEVEL 3 - MISTY ISLAND

Revised 3/1/01

- 1.) Chase down the fleeing Muse and bring him back to the Sculptor in Sandover Village for a Power Cell.
- 2.) Get onto the top of the Lurker boat and there you will find a Power Cell.
- 3.) Climbing and jumping your way up the barrel chute, get to the roof of the Precursor Eco Station, kill the Lurkers and get a Power Cell for your bravery.
- 4.) Avoid the Lurker Cannon shots or use the Cannon yourself on the roof to destroy the cages over the five buttons. Dive on each of the five buttons to extend the stairs and climb into the Station. Inside you will find a Power Cell.
- 5.) Flying you're Zoomer over the water, hit and pop each of the Lurker Balloons without hitting the mines they carry. Pop all six (6) of the Lurker Balloons, and the last one will give you a Power Cell.
- 6.) Find the seven hidden Scout Flies on Misty Island and free them all for a Power Cell.



9 LEVEL ART



WORLD MAP

The World

The Adventure Takes Place Across A Single Continuous Piece Of Coastline. There Are Five Sub Areas, Each With A Village, And Three Levels, And Two Boss Areas. The Goal Is To Make The World Transitionless, And To Let The Player Walk From One End To The Other As One Would In The Real World.

- V4 Stilt Village
- 4A Precursor Ruins
- 4B Savannah
- 4C Cave Under Falls
- V5 Underground Village
- 5A Precursor Foundry
- 5B Underground Forest
- 5C Underground Boss Citadel
- B5 Final Boss

- V1 Seaside Village
- 1A Beach
- 1B Jungle
- 1C Misty Island

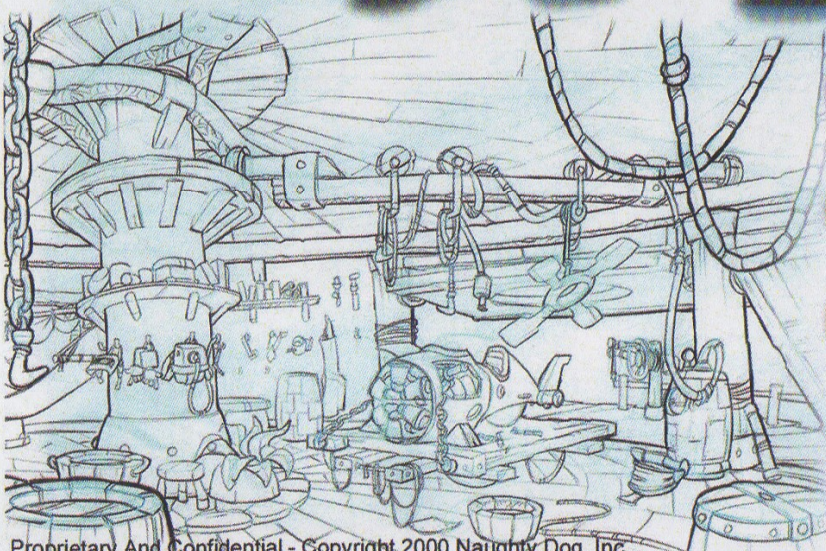
- V2 Sunken Village
- 2A Swamp
- 2B Sunken Ruins
- 2C Rolling Hills
- B2 Ogre Mid Boss

- V3 Volcano Village
- 3A Lava Mines
- 3B Sierras
- 3C Snow

VILLAGE 1

>>SAGE'S HUT

AND ASSISTANTS GARAGE

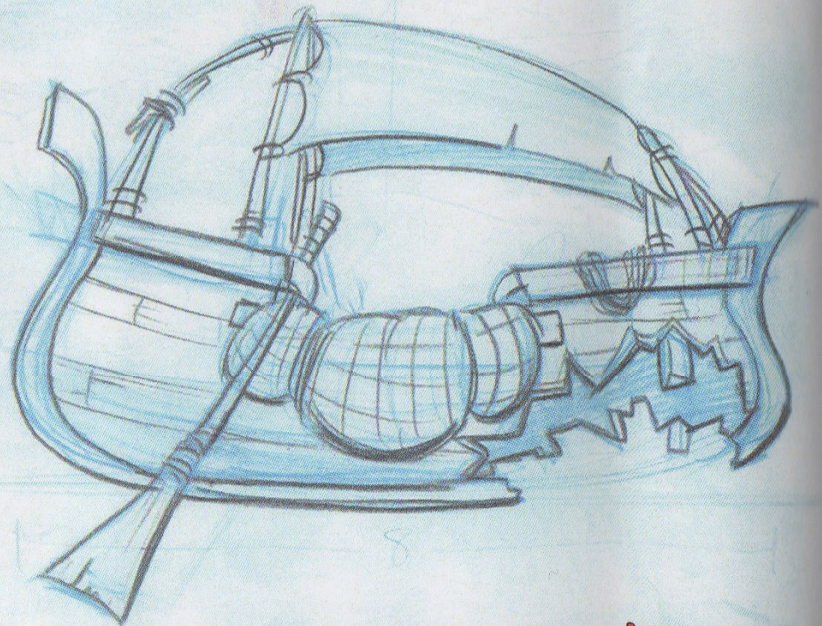


NAUGHTY DOG

VILLAGE 1 >>REFERENCE IMAGES



VILLAGE 1 >> REFERENCE IMAGES



BEACH

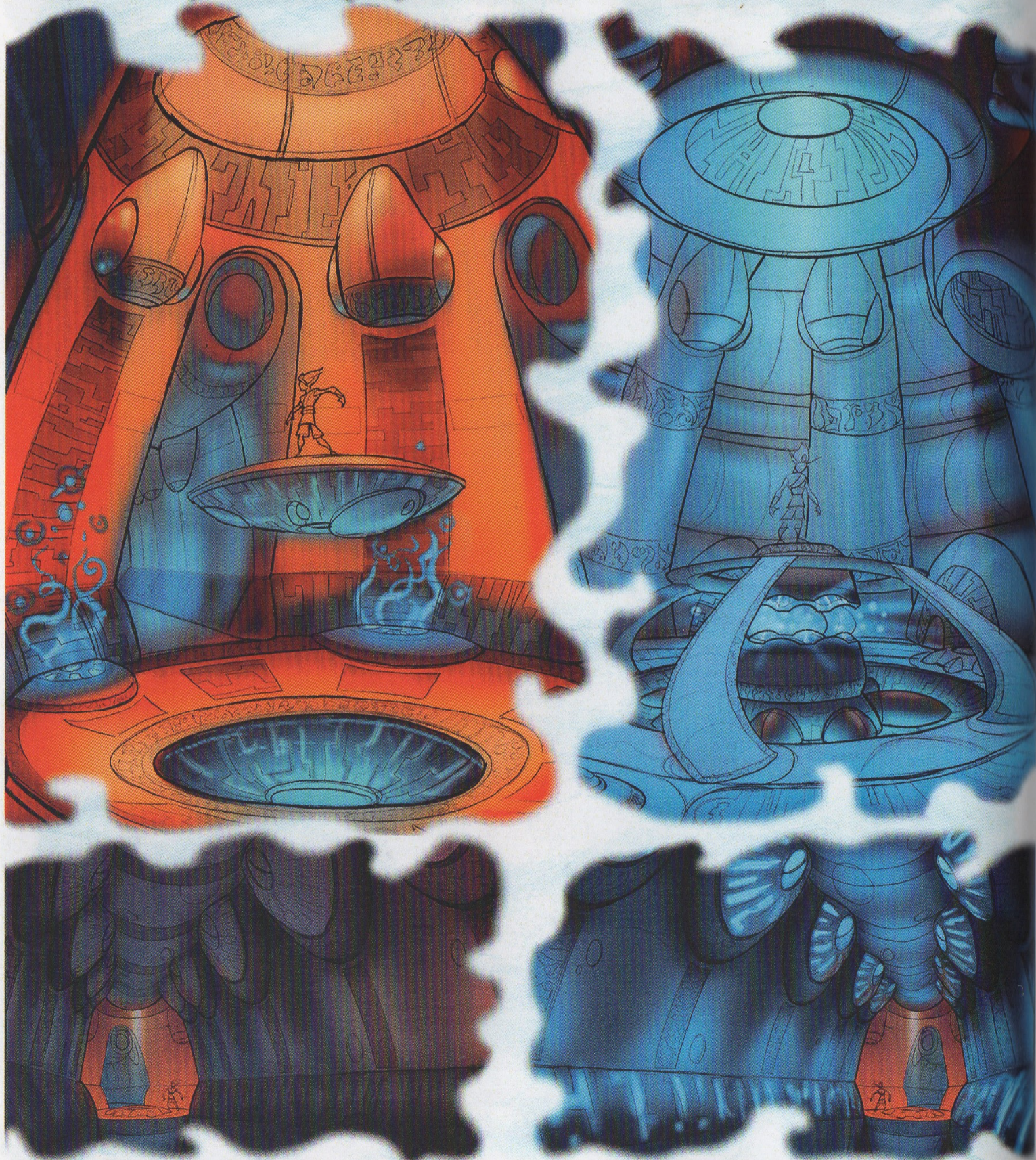
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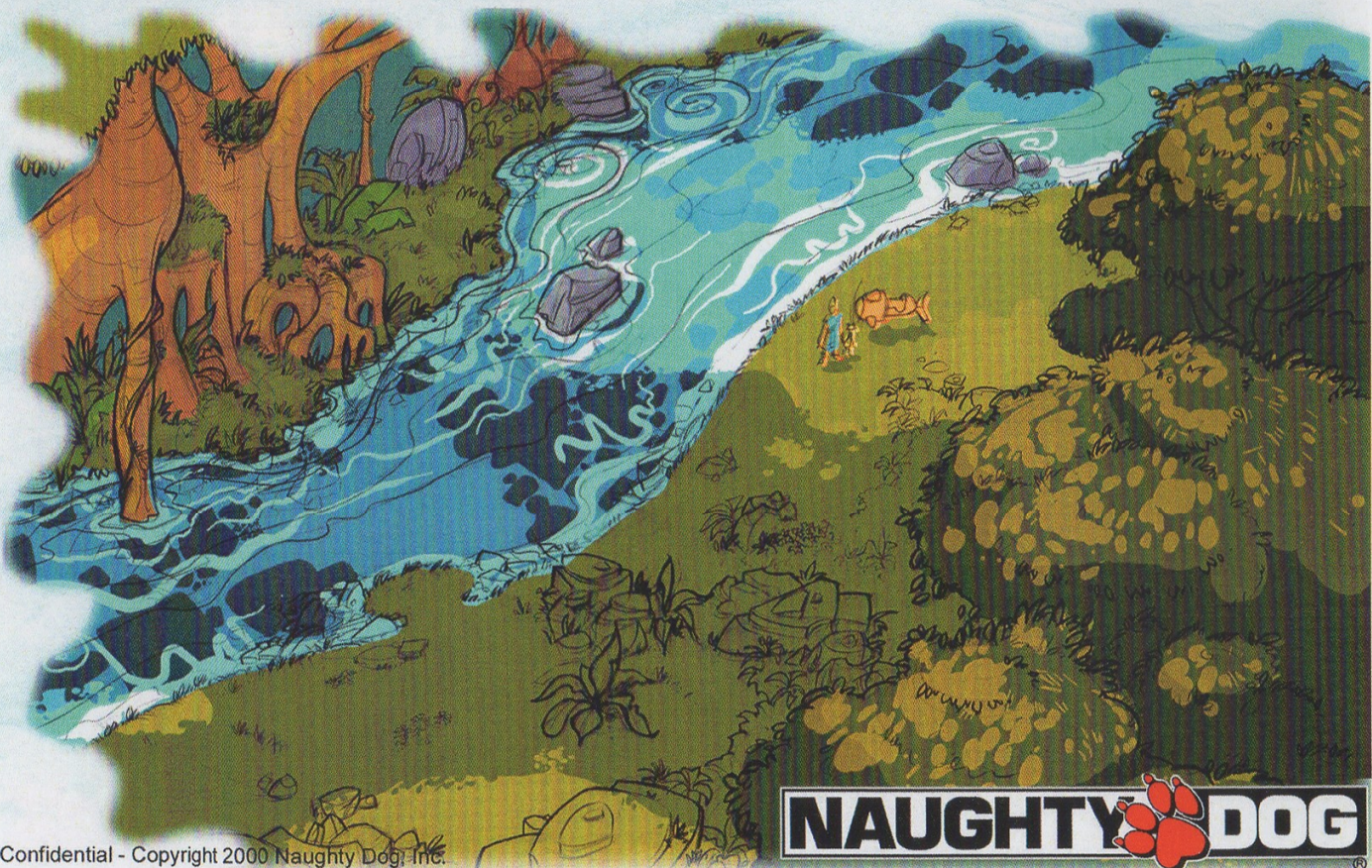
NAUGHTY DOG

JUNGLE

>>UNDERGROUND PASSAGES



JUNGLE >>REFERENCE IMAGES



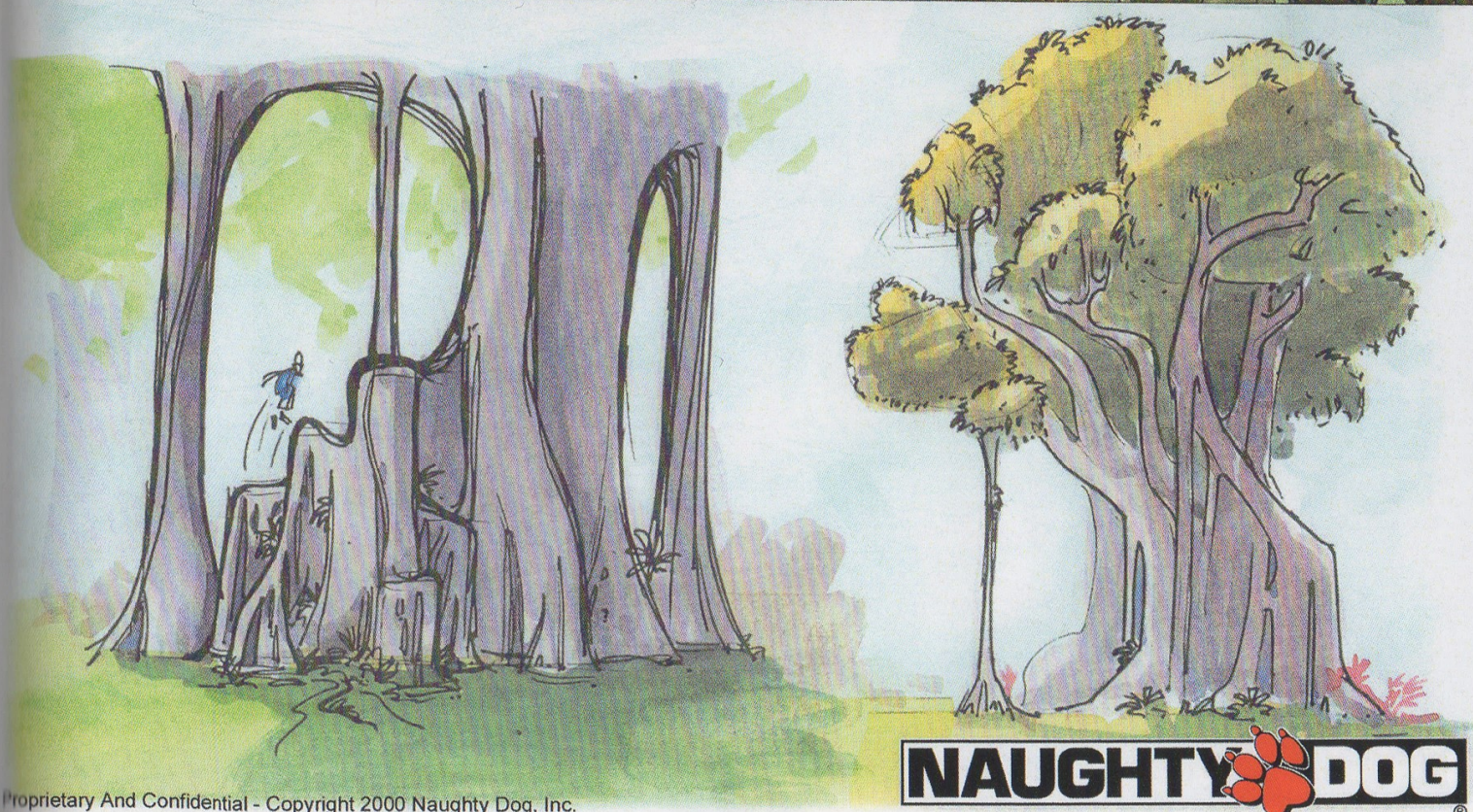
NAUGHTY DOG

JUNGLE

>>REFERENCE IMAGES



JUNGLE >>TREE STYLING



NAUGHTY DOG

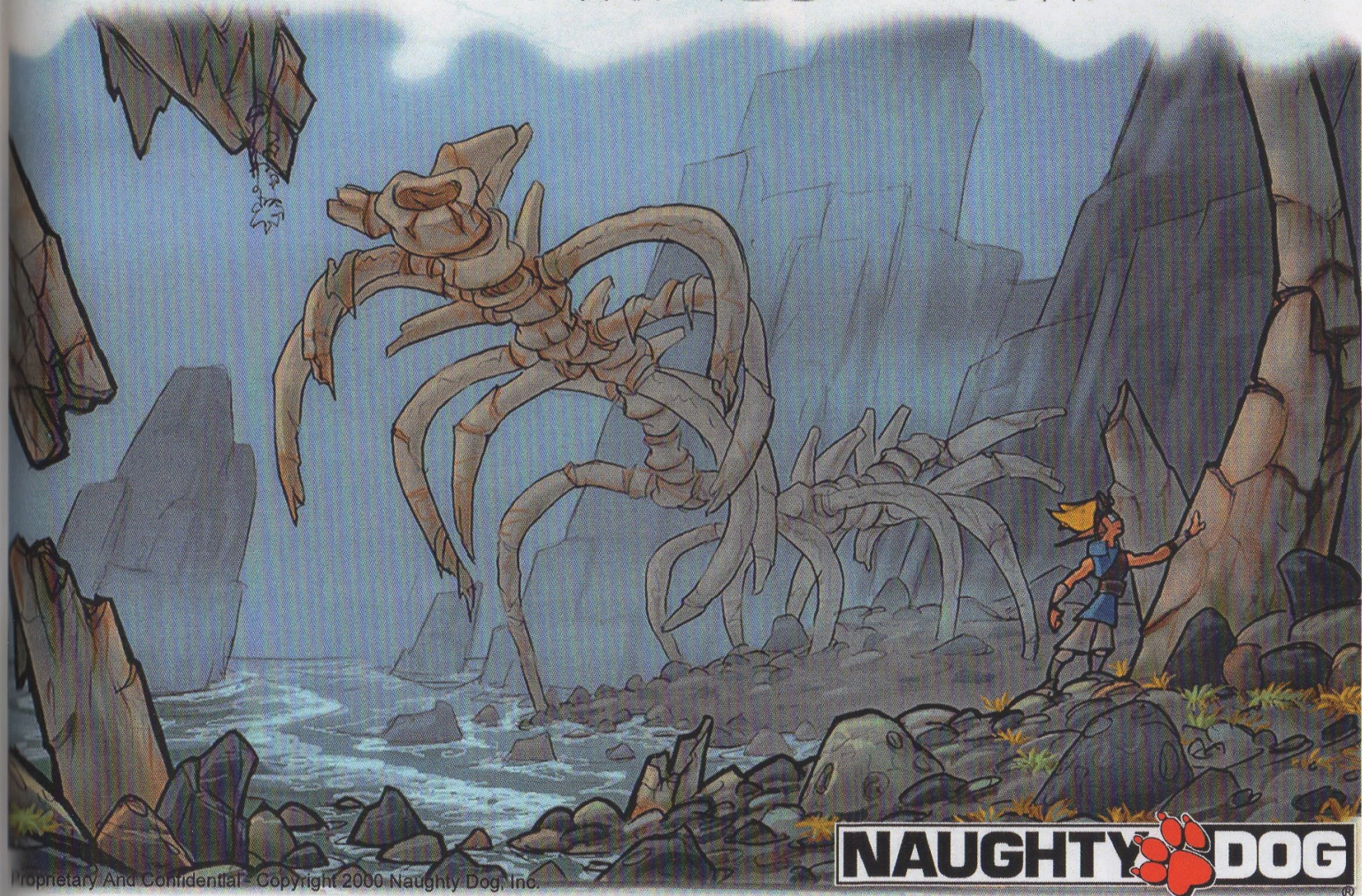
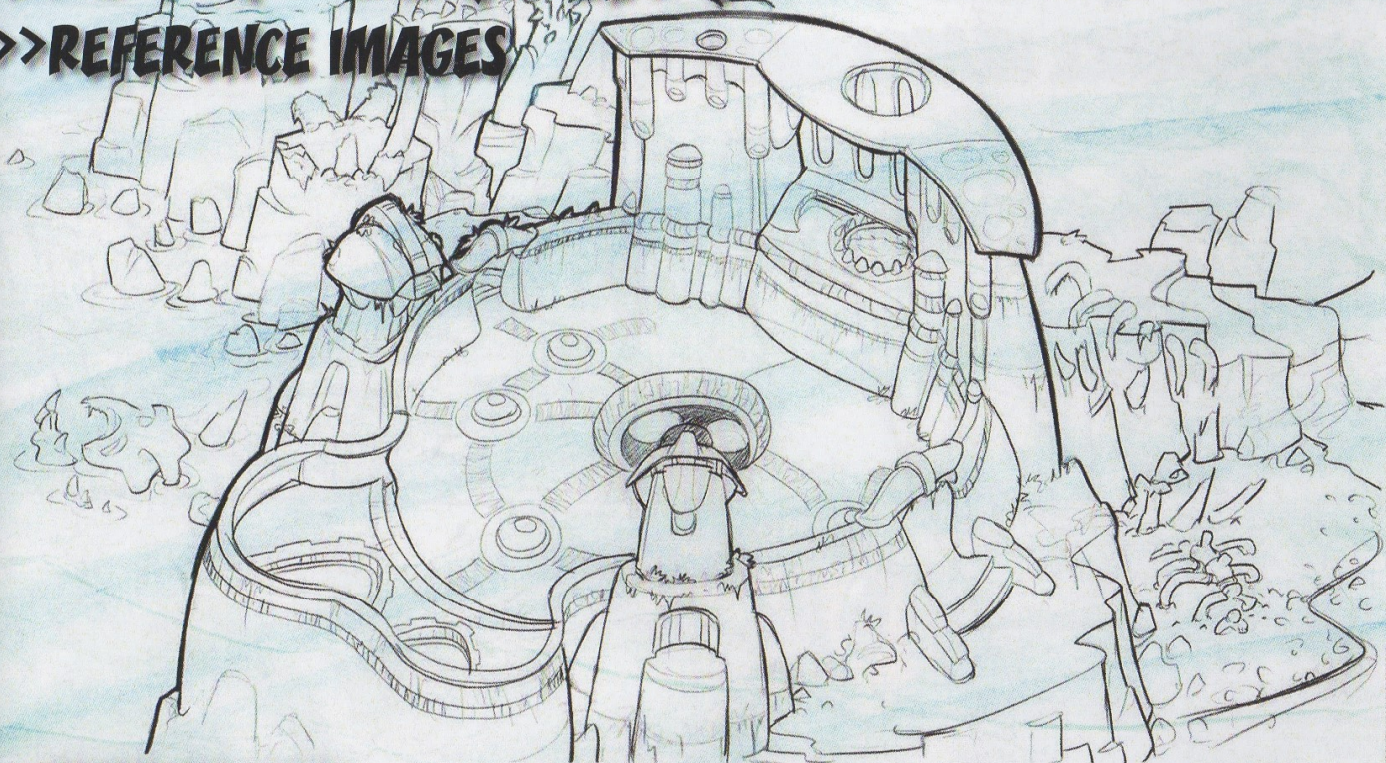
JUNGLE

>>PRECURSOR TEMPLE



MISTY ISLAND

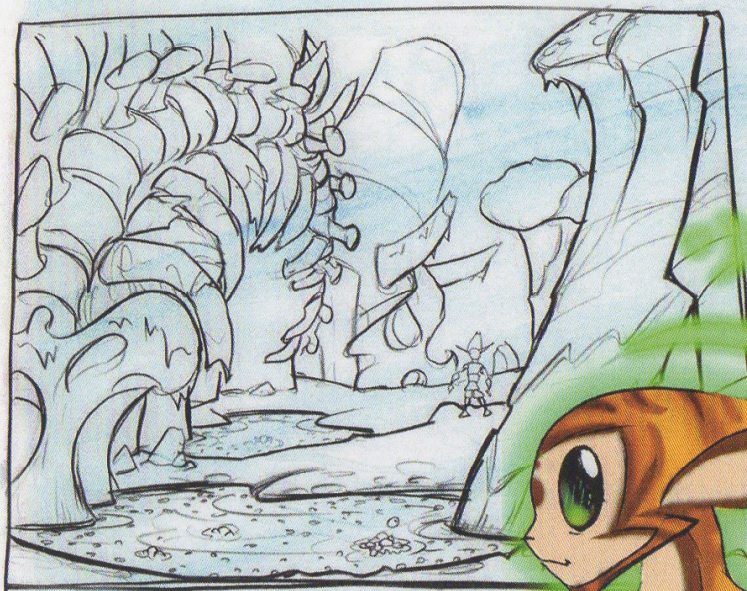
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NAUGHTY DOG

MISTY ISLAND

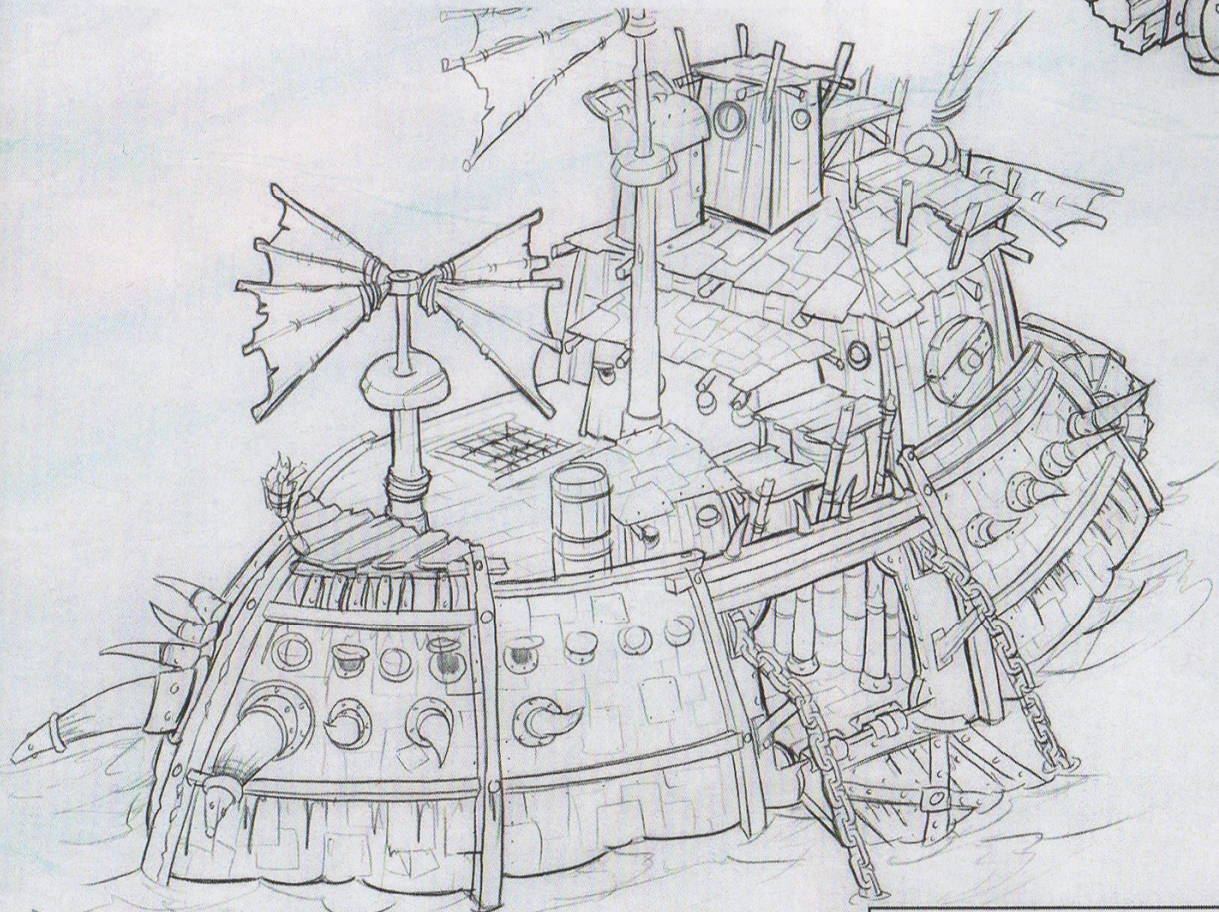
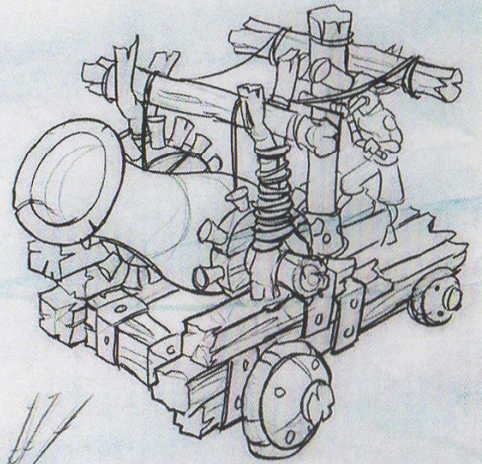
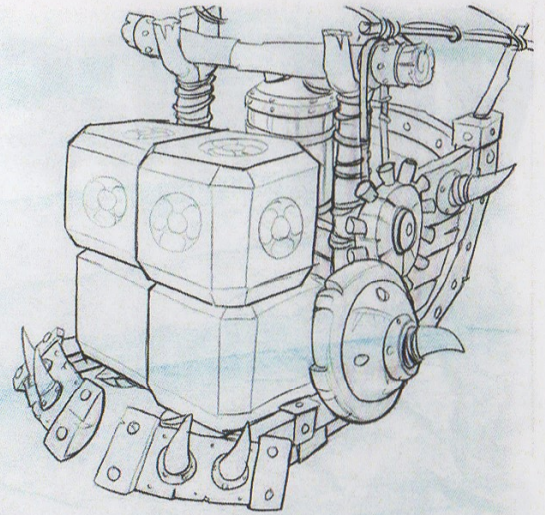
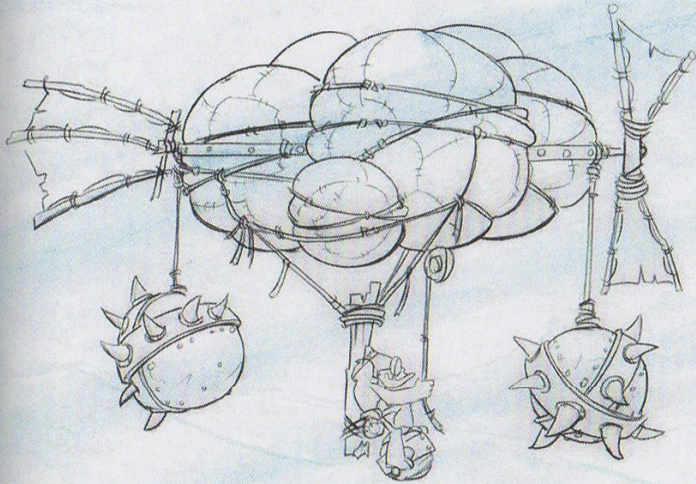
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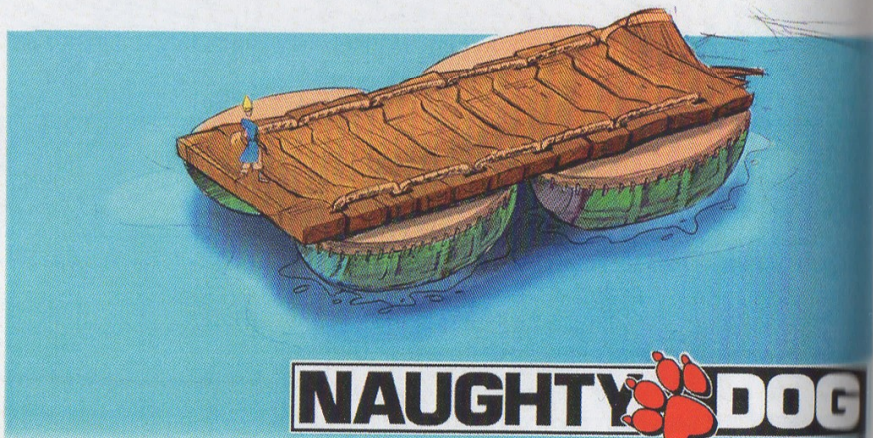
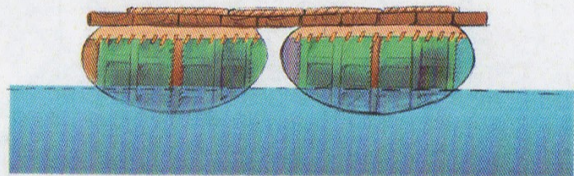
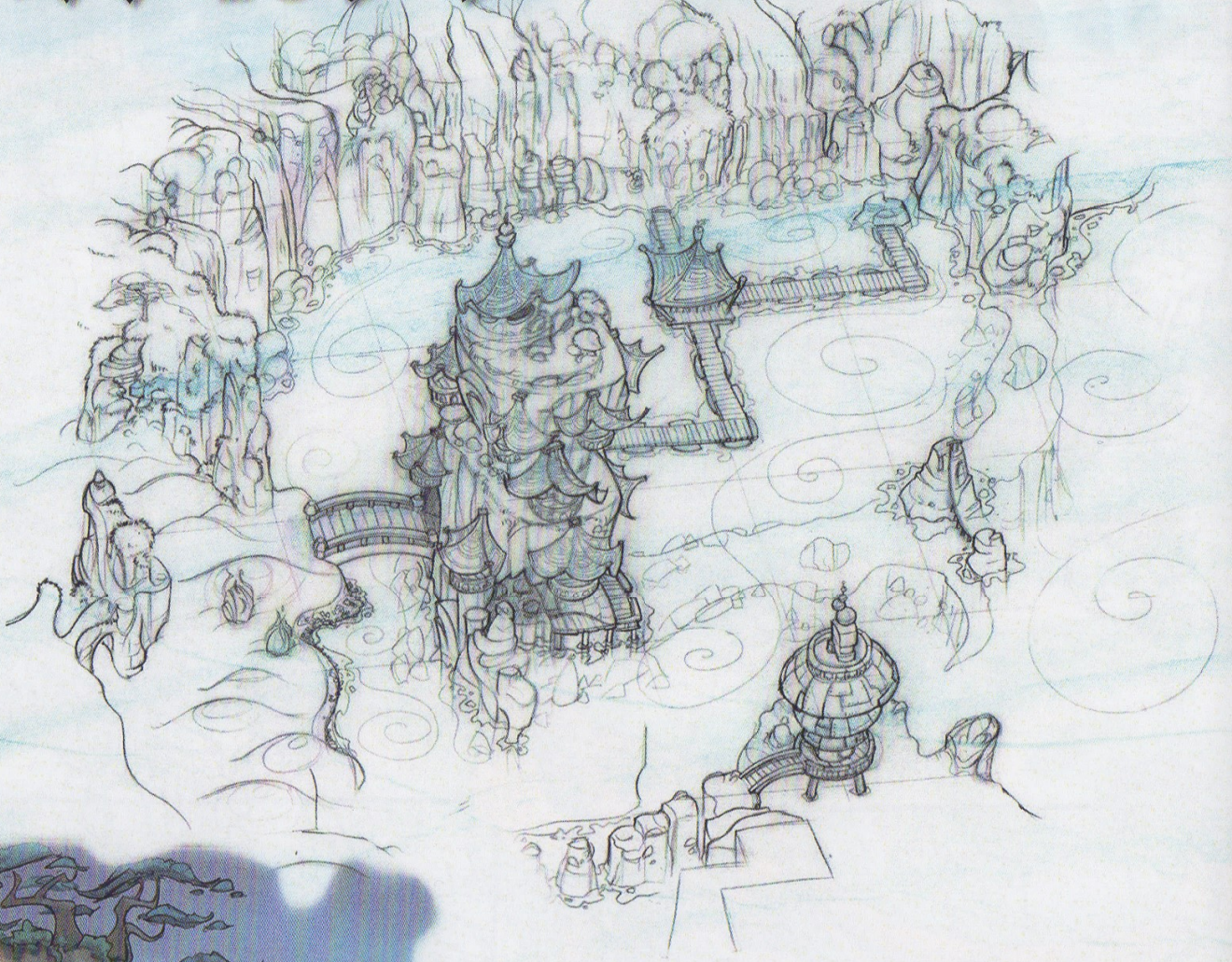
MISTY ISLAND

>> LURKER MACHINES

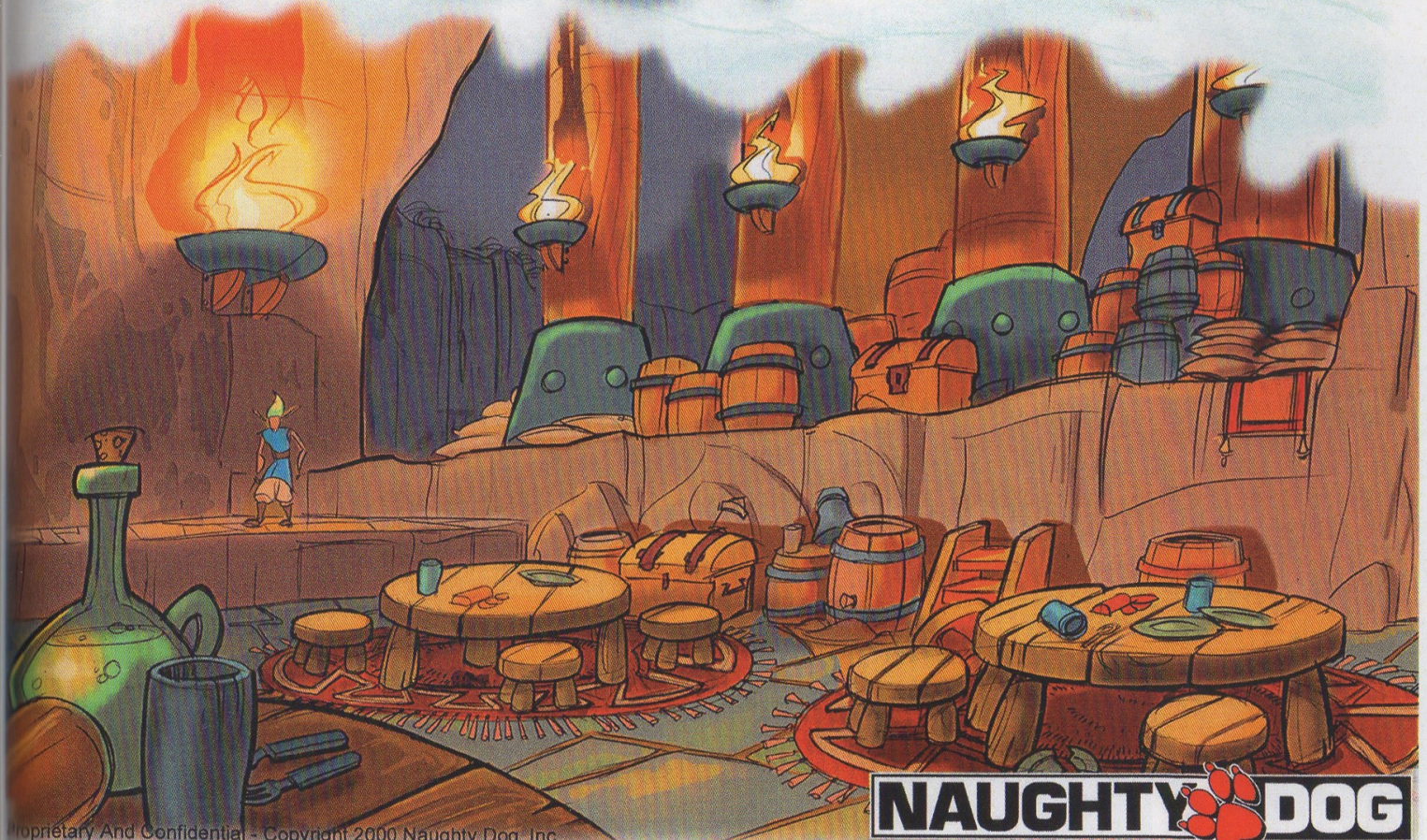
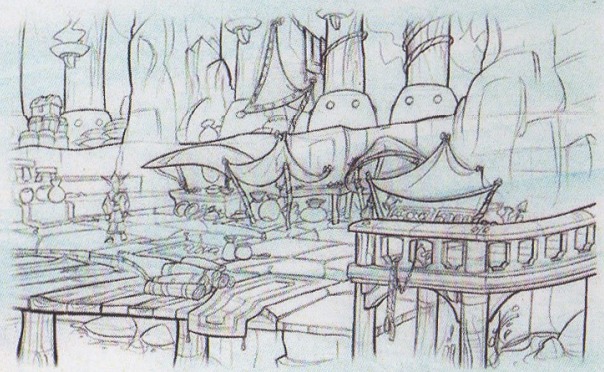
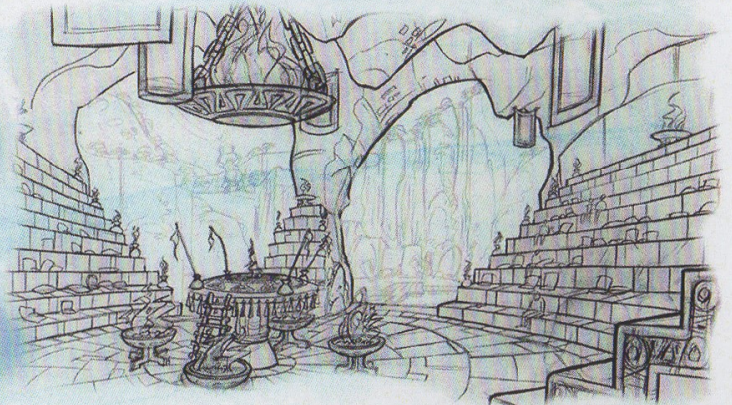


VILLAGE 2

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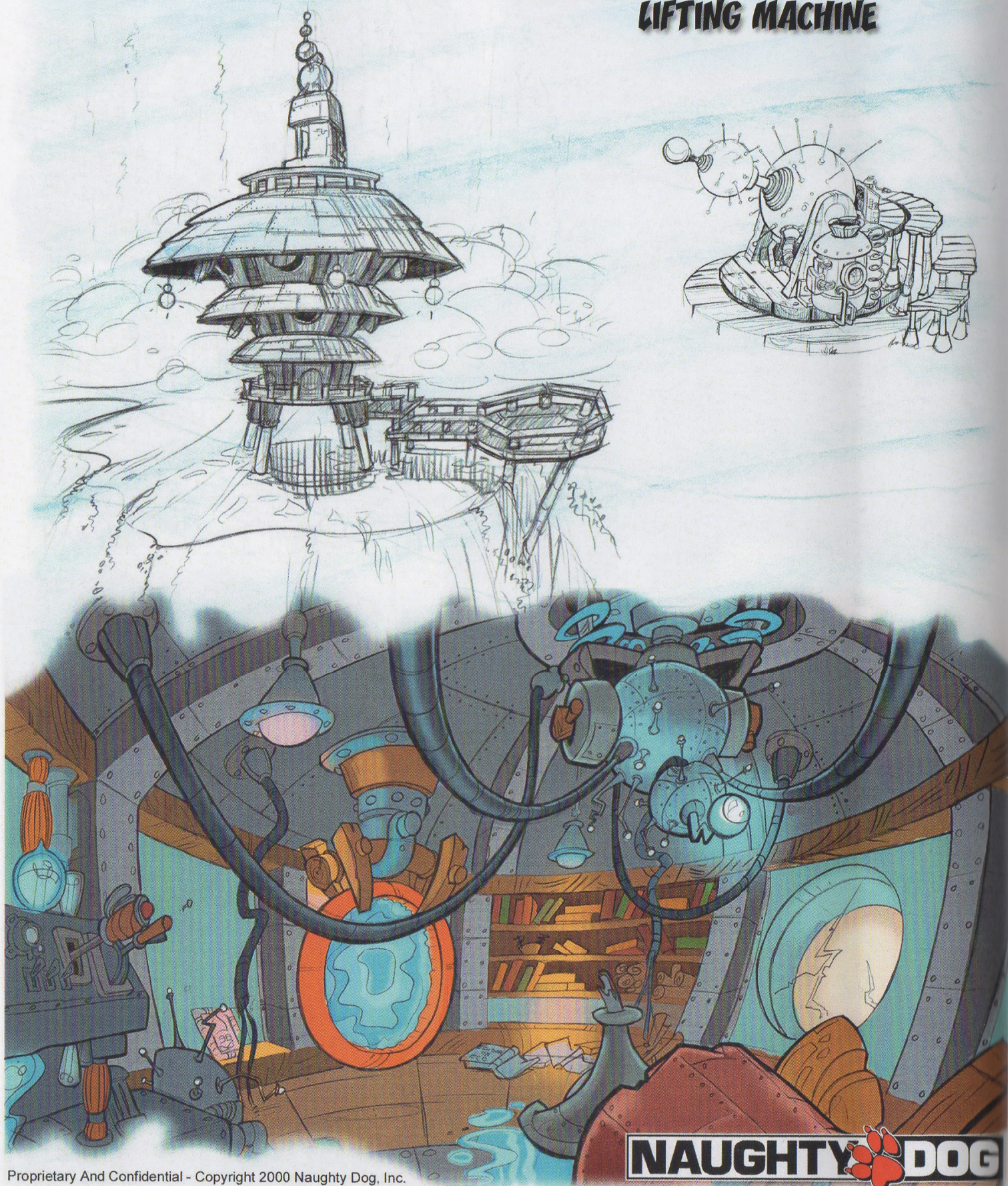
VILLAGE 2 >>REFERENCE IMAGES



VILLAGE 2

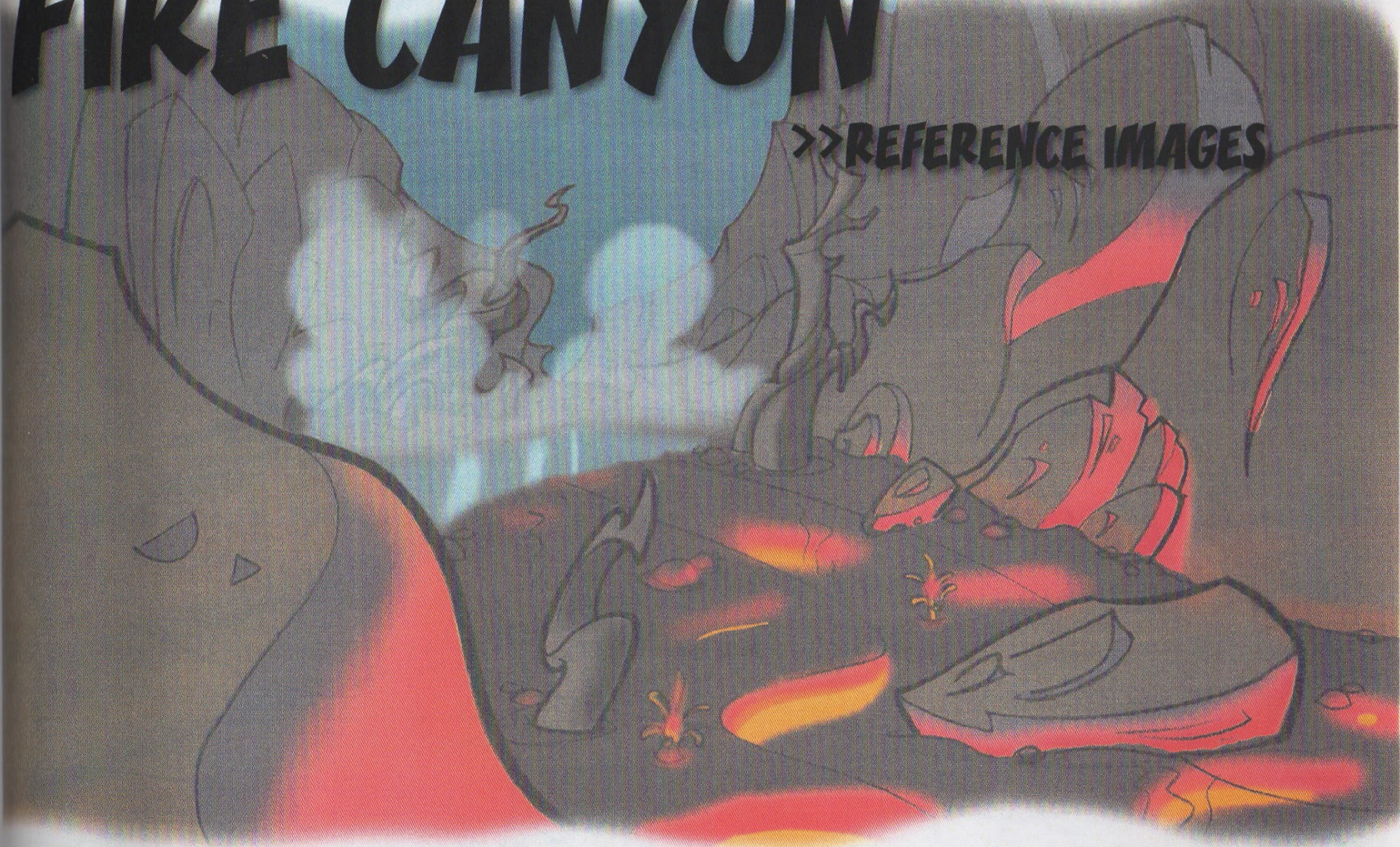
>>>SAGE'S HUT AND

LIFTING MACHINE



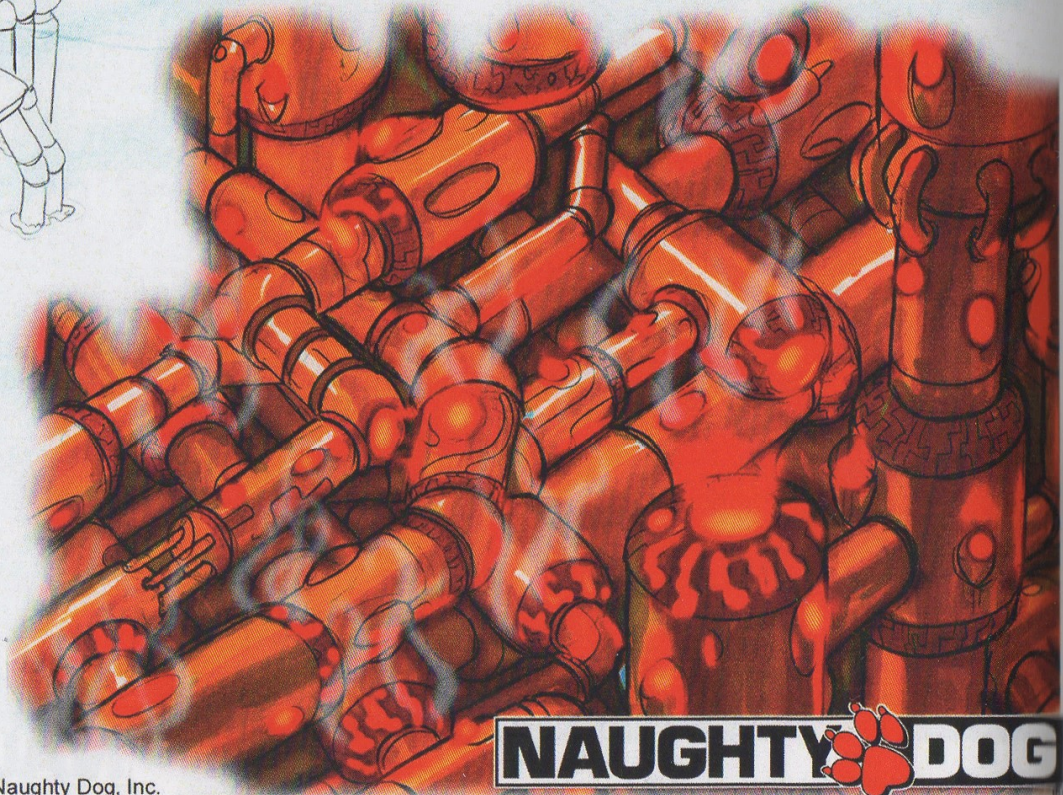
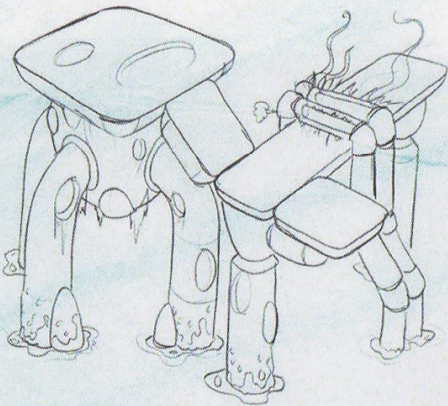
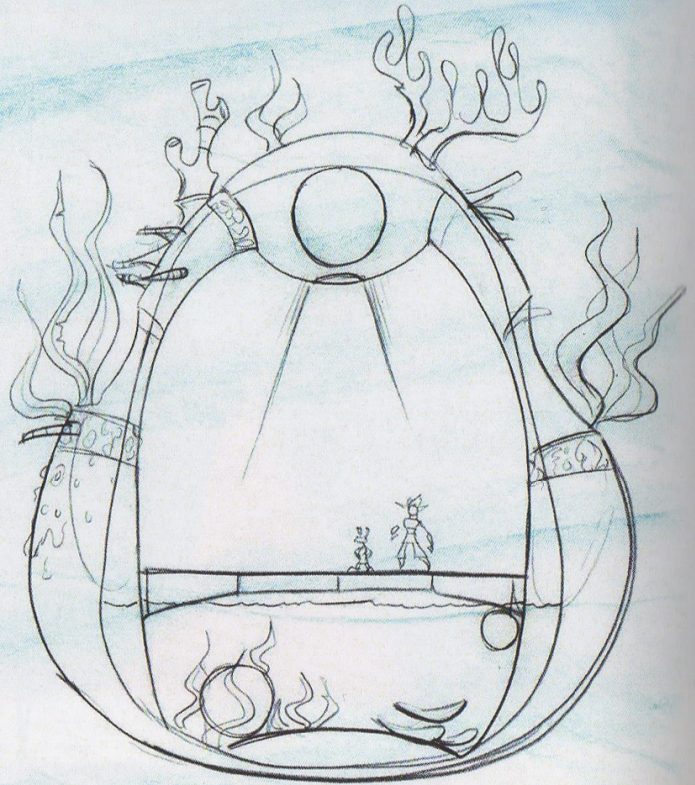
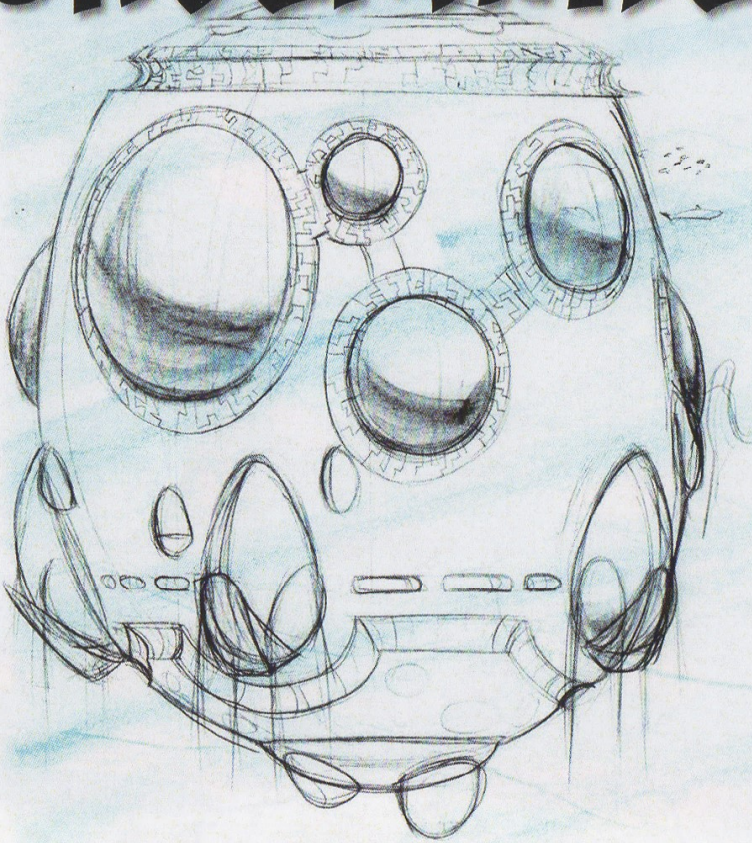
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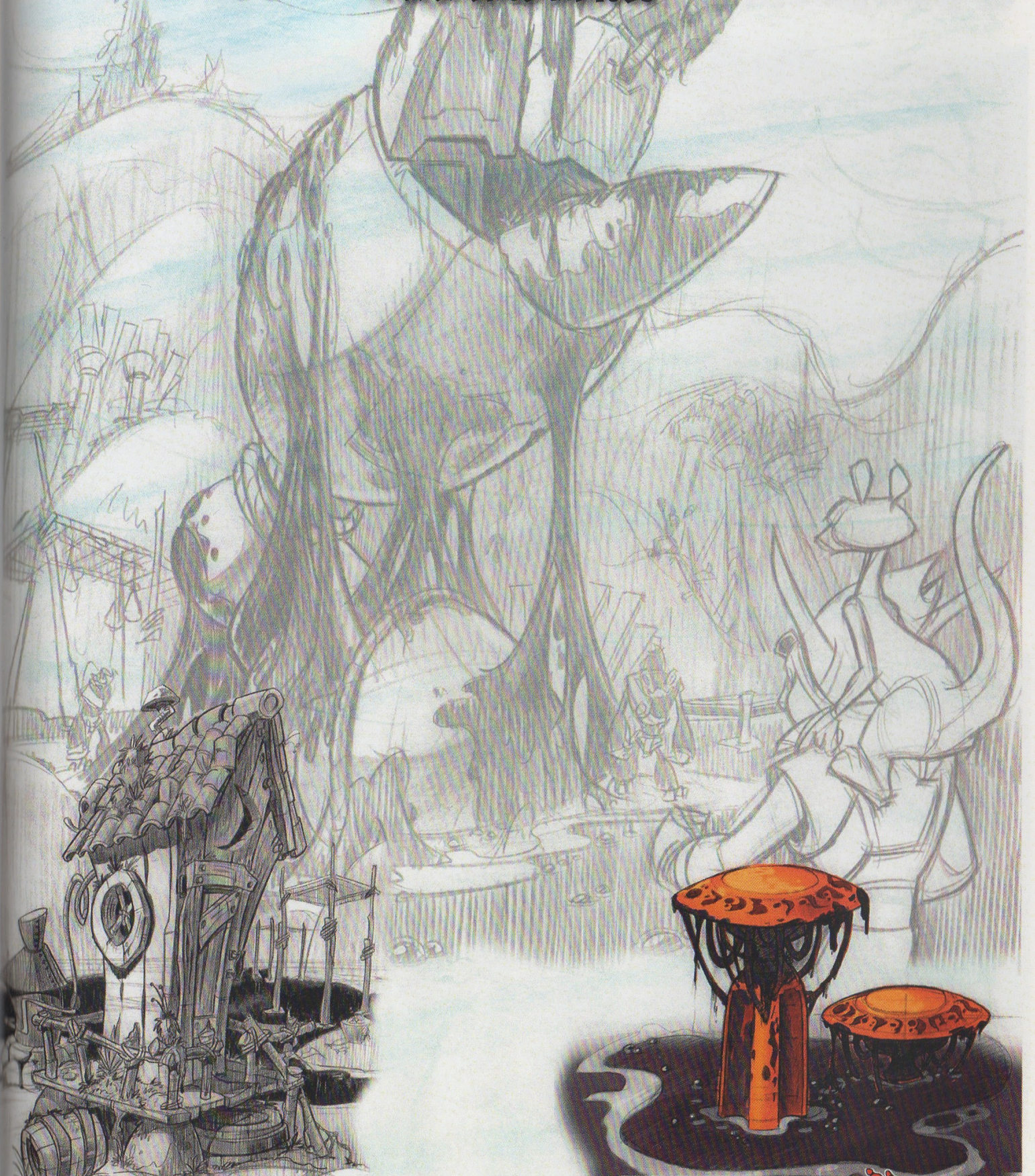
UNDERWATER RUINS

>>REFERENCE IMAGES



SWAMP

>>REFERENCE IMAGES



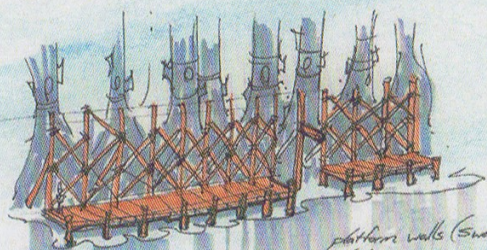
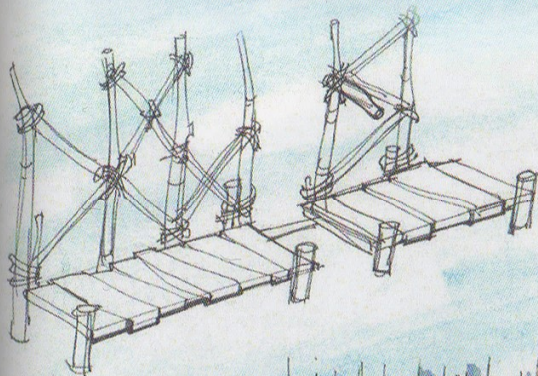
SWAMP

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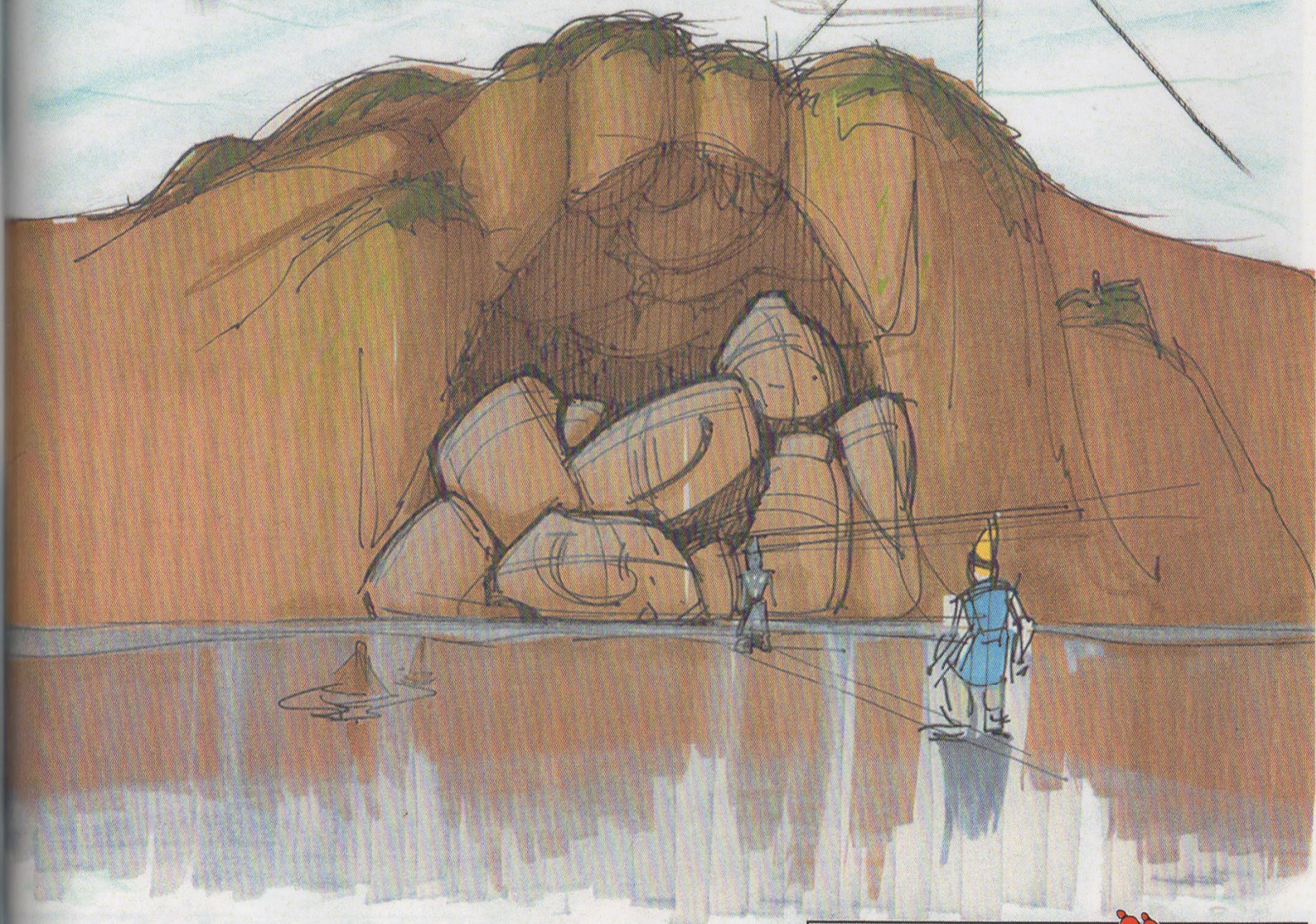
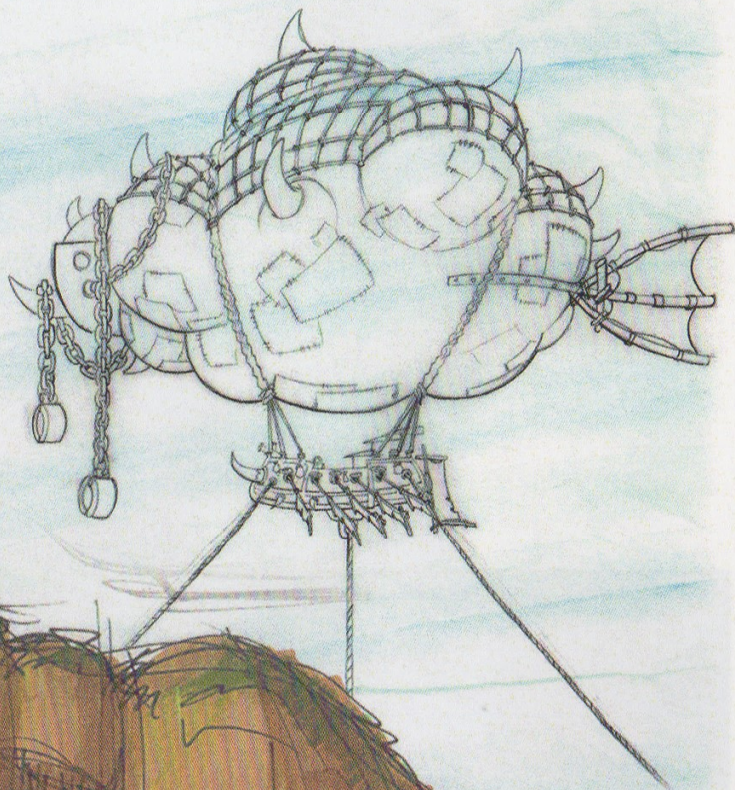


SWAMP

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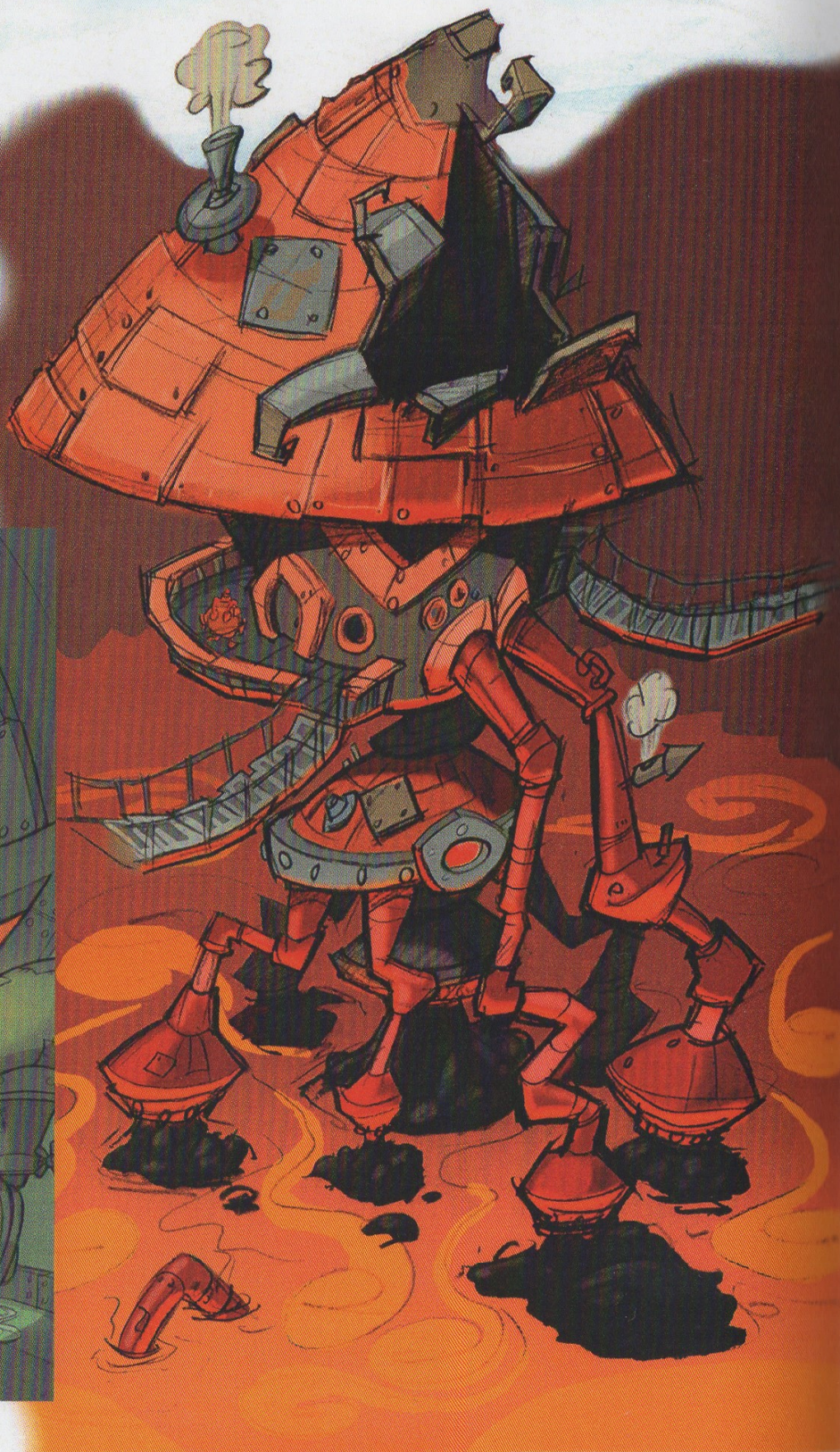


platform walk (Swamp)
11/6/00

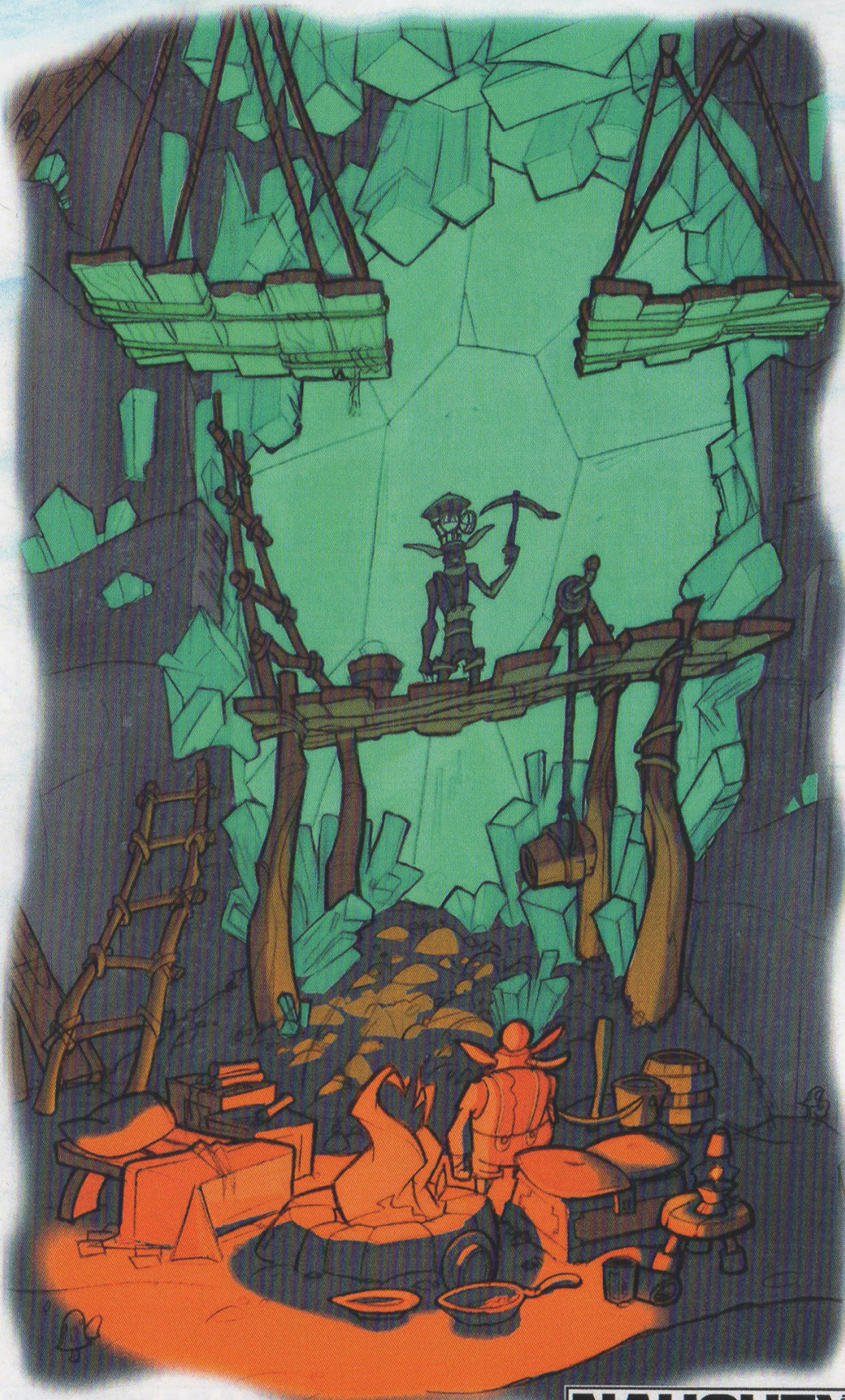


NAUGHTY DOG

VILLAGE 3 >>REFERENCE IMAGES



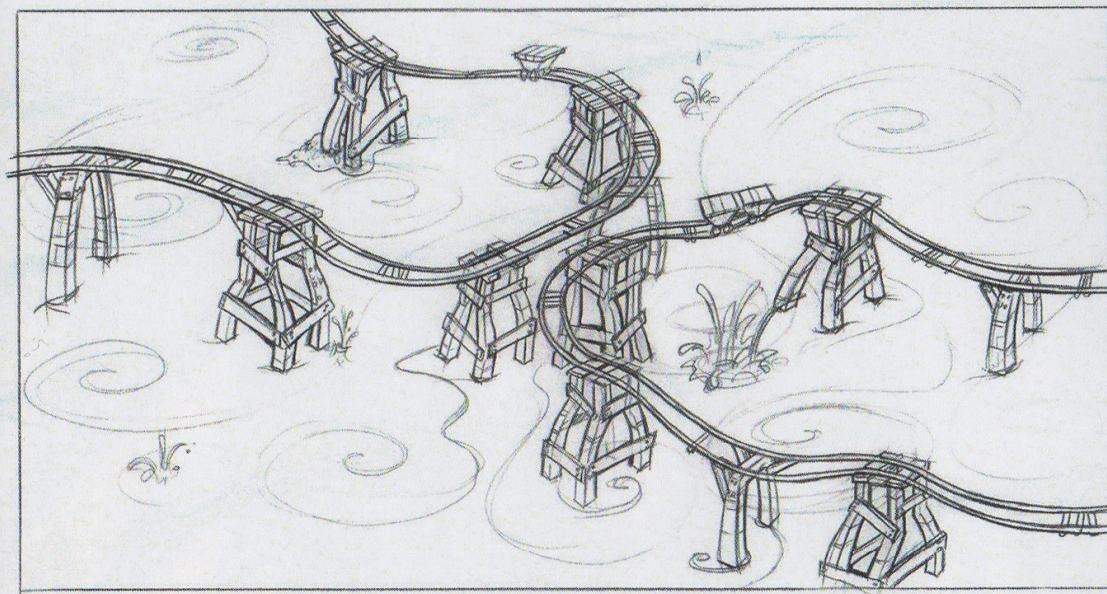
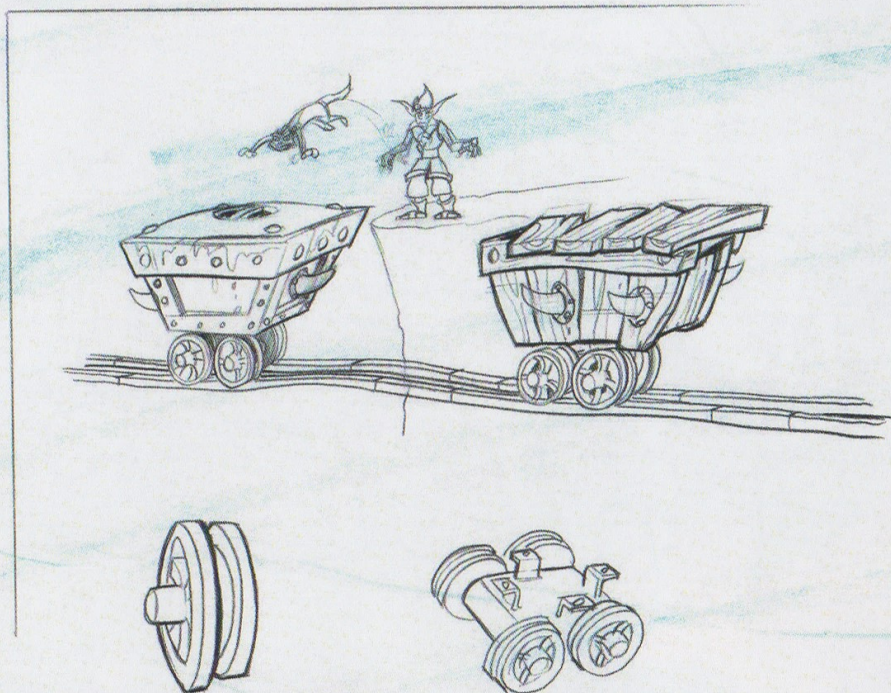
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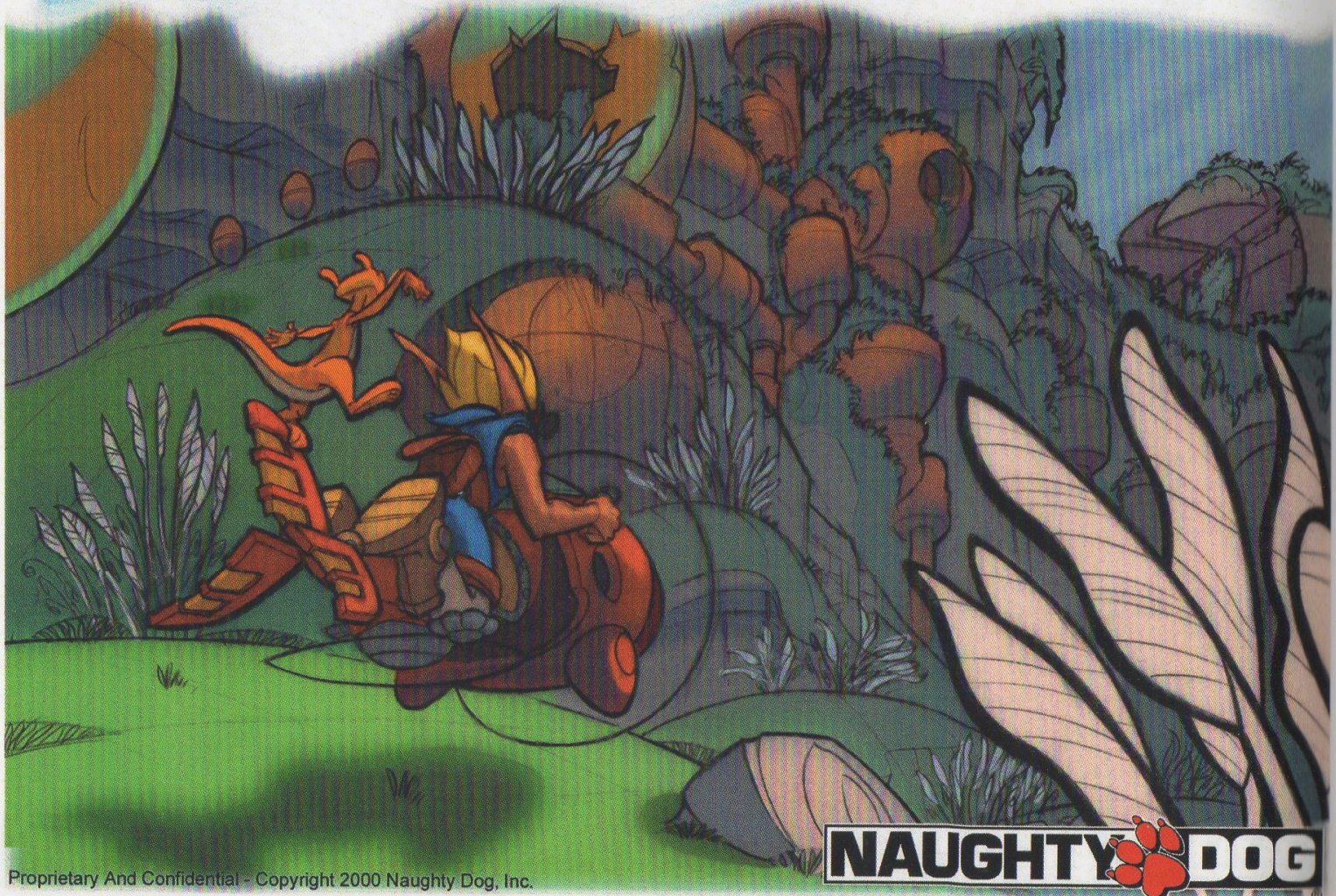
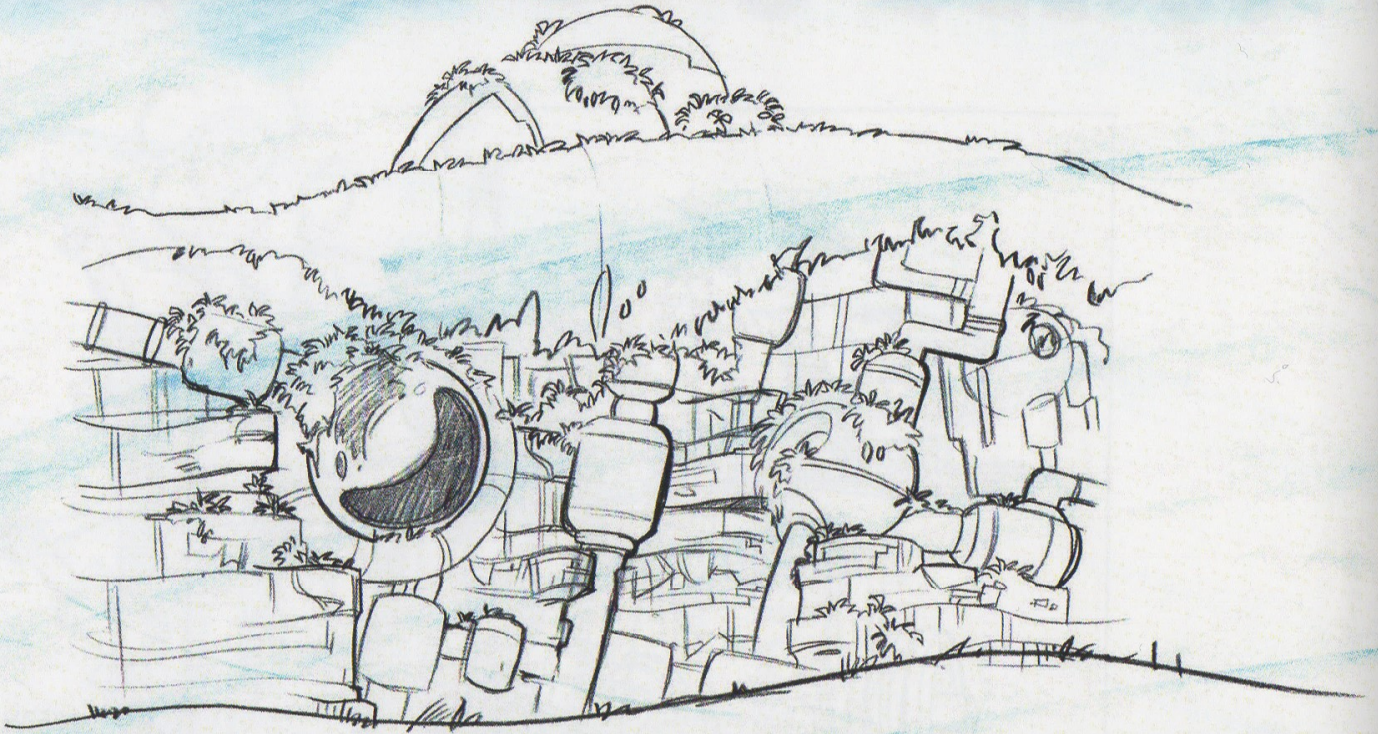


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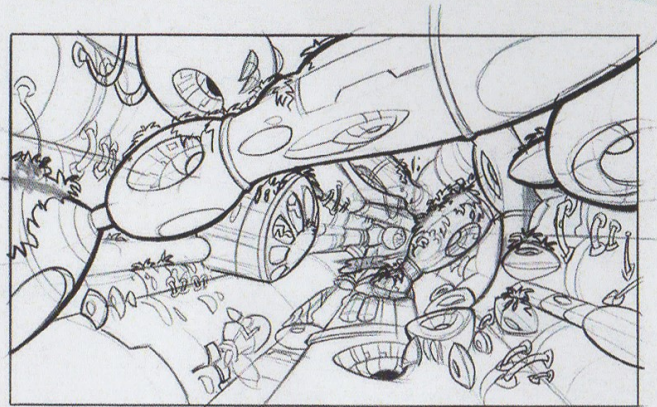
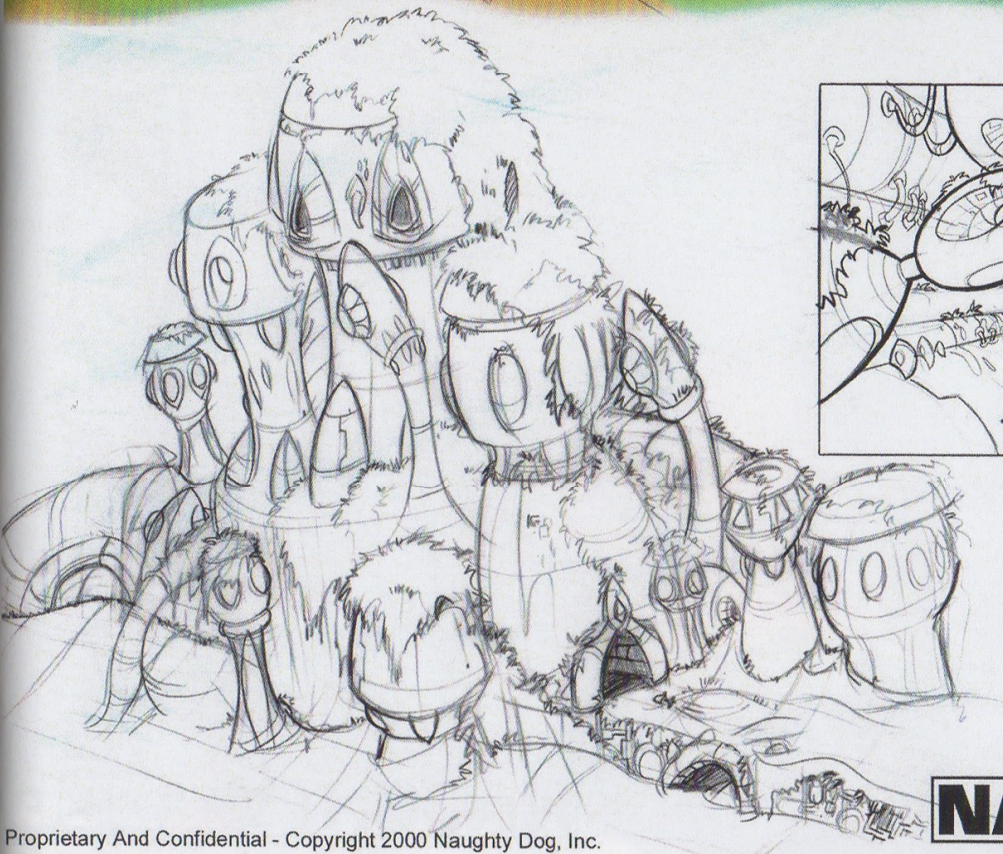
ROLLING HILLS

>>REFERENCE IMAGES



ROLLING HILLS

>>REFERENCE IMAGES



SIERRA >> TREE REFERENCE

NAUGHTY DOG

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NAUGHTY DOG

SNOW

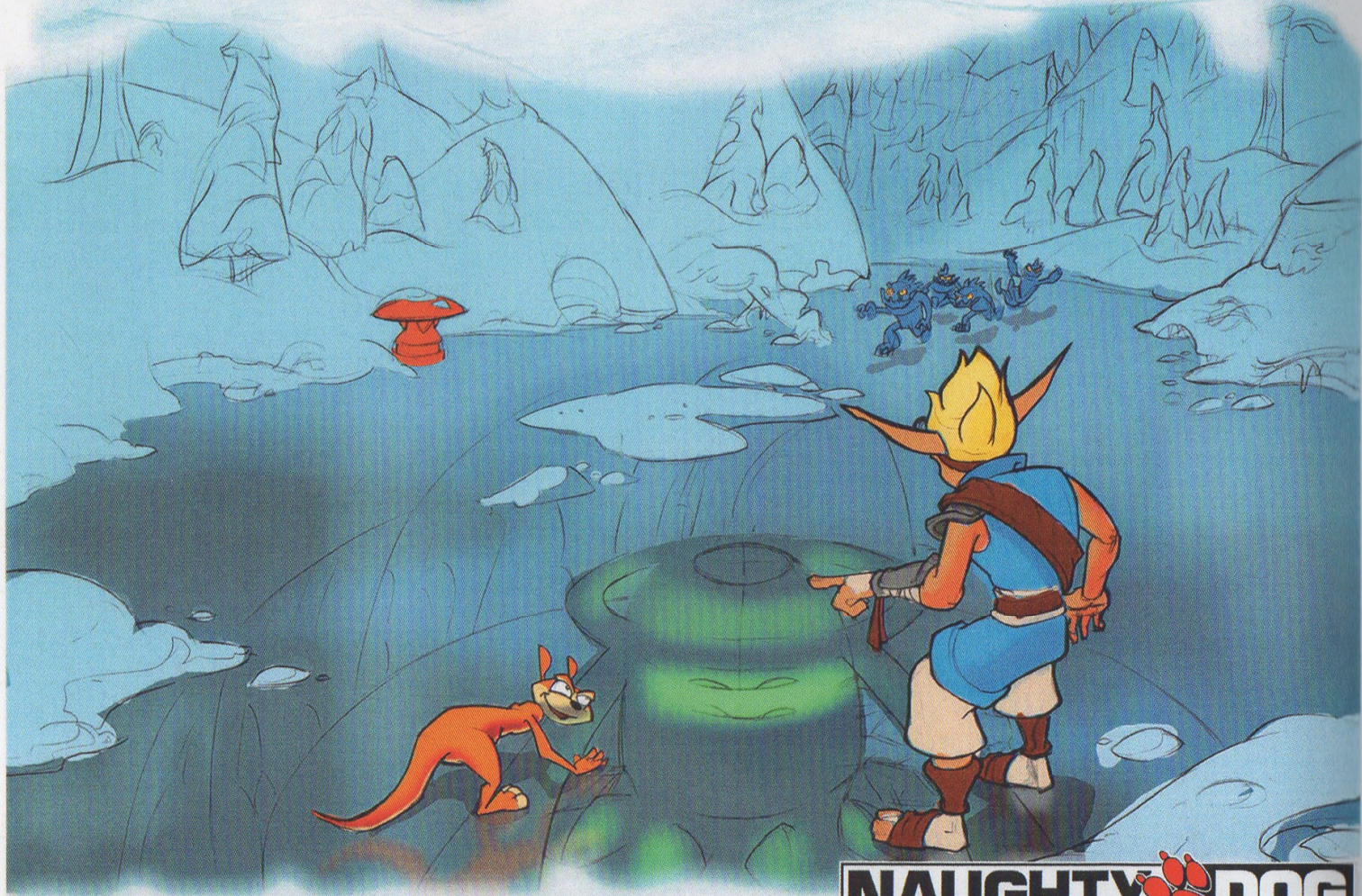
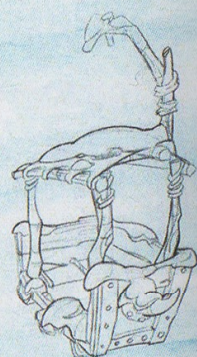
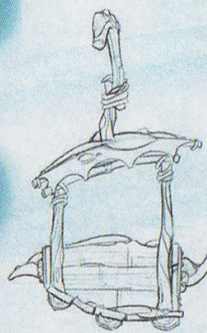
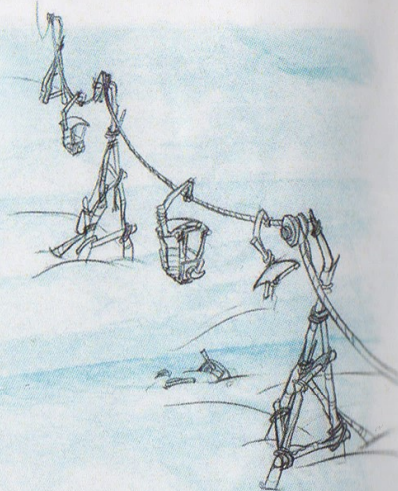
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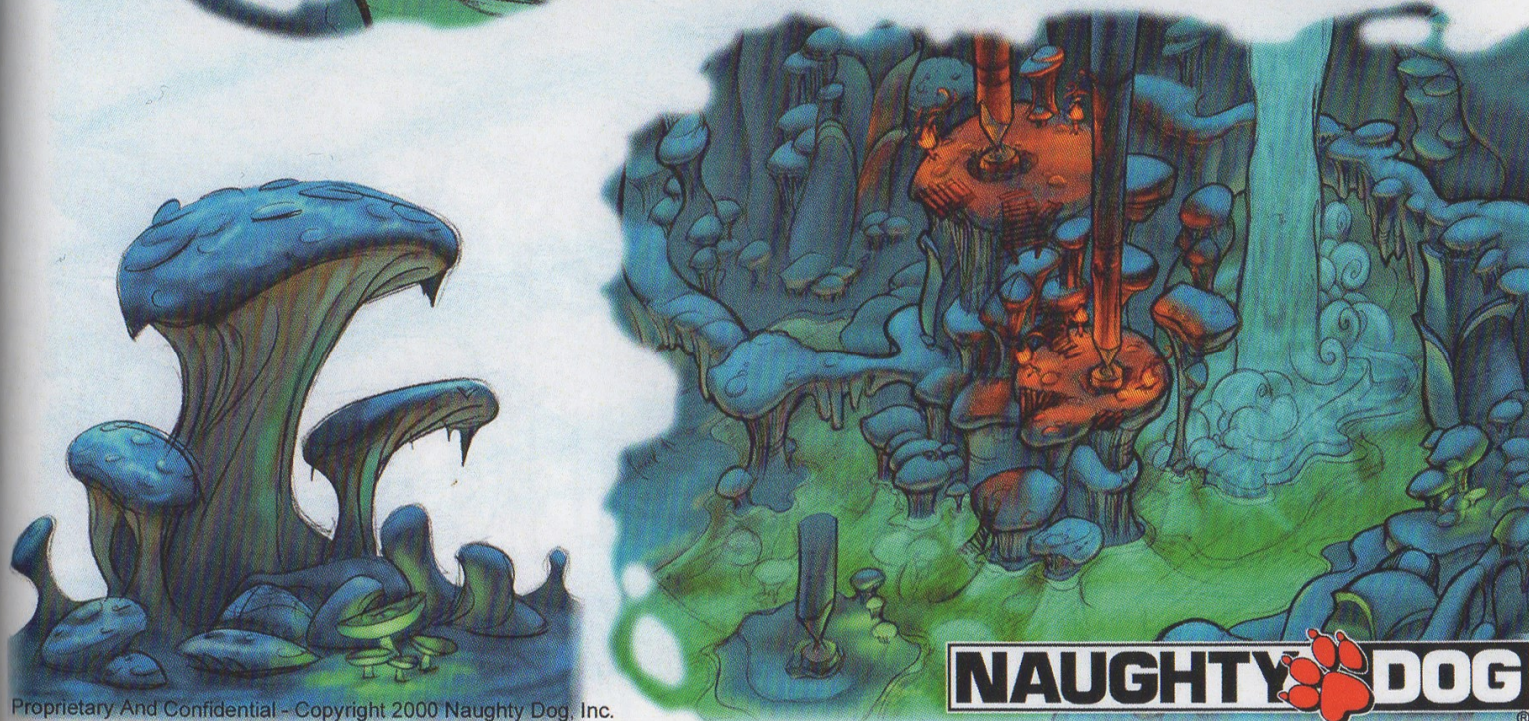
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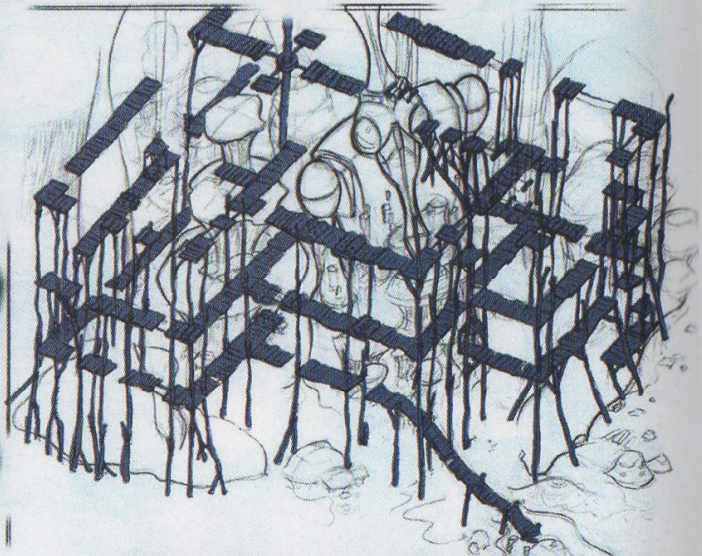
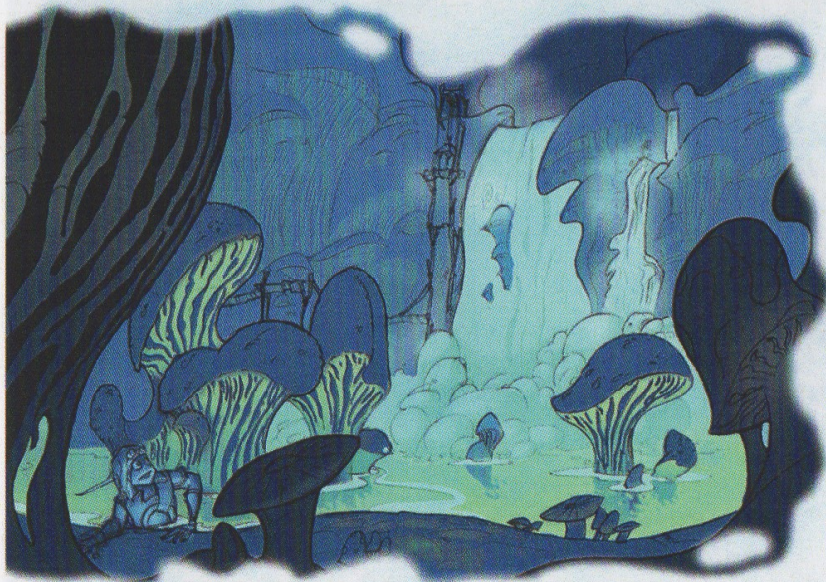
CAVES

>>MAIN ROOM



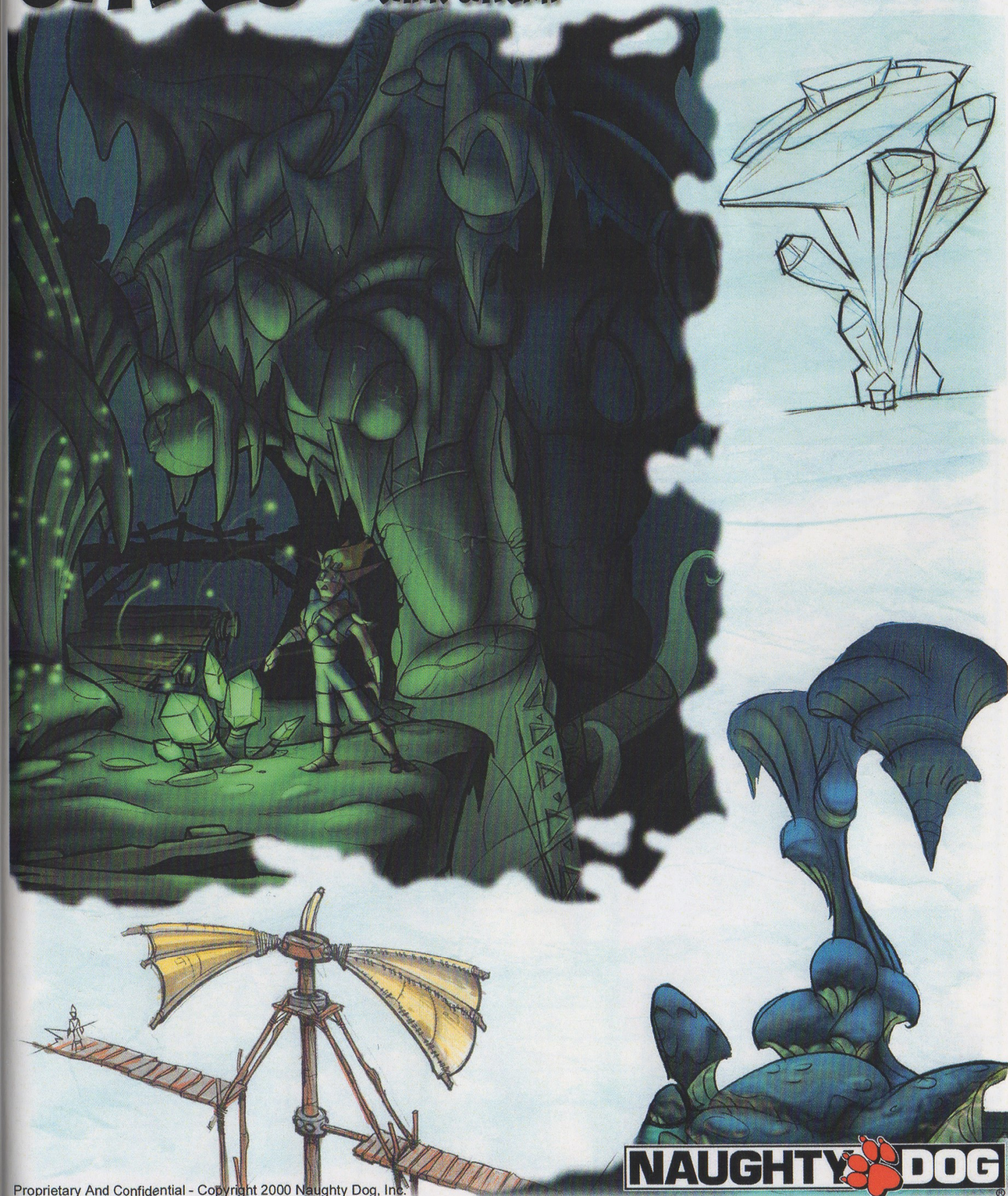
CAVES

>>>DISCOVERY OF THE PRECURSOR ROBOT



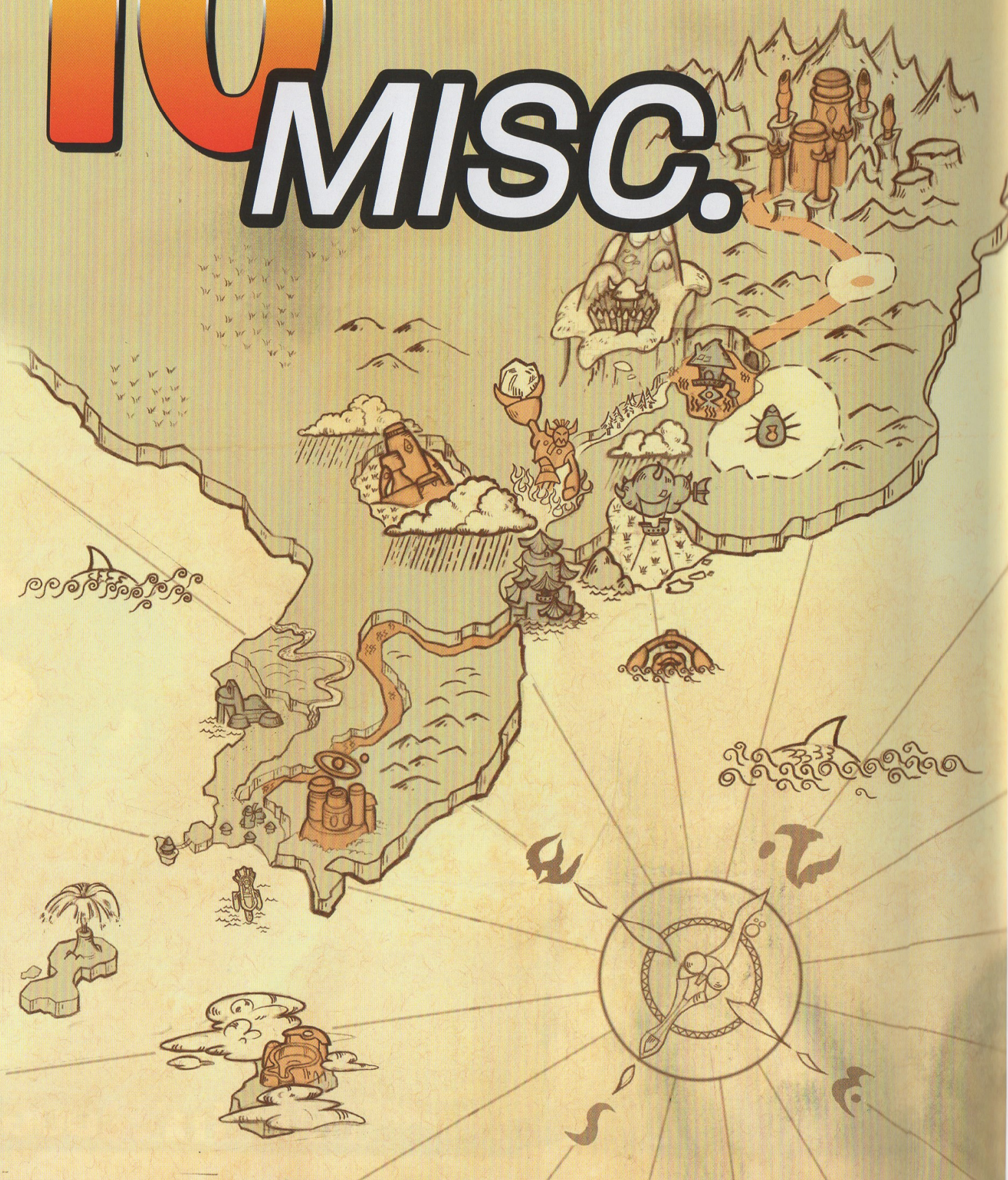
CAVES

>> DARK CAVERN

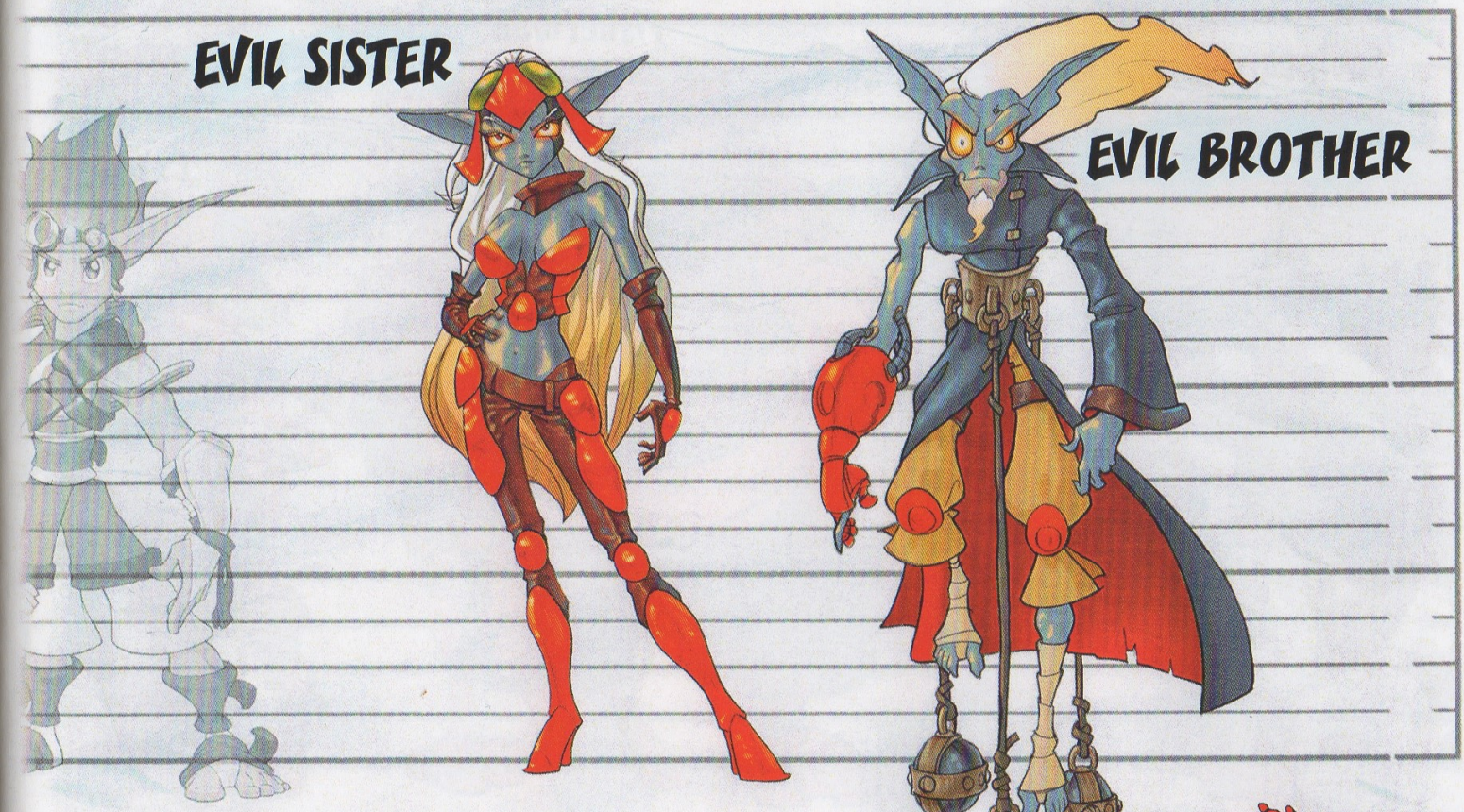
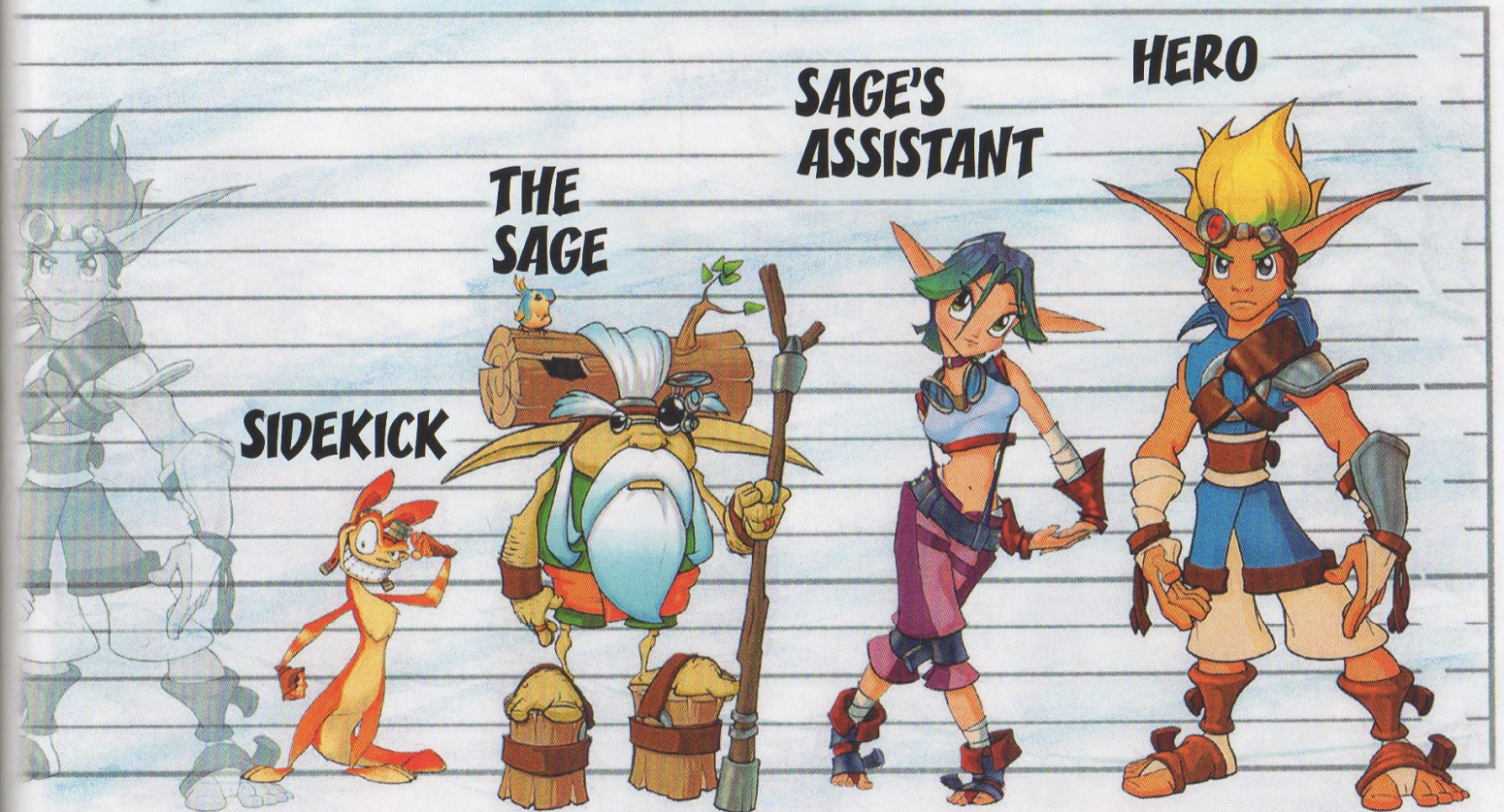


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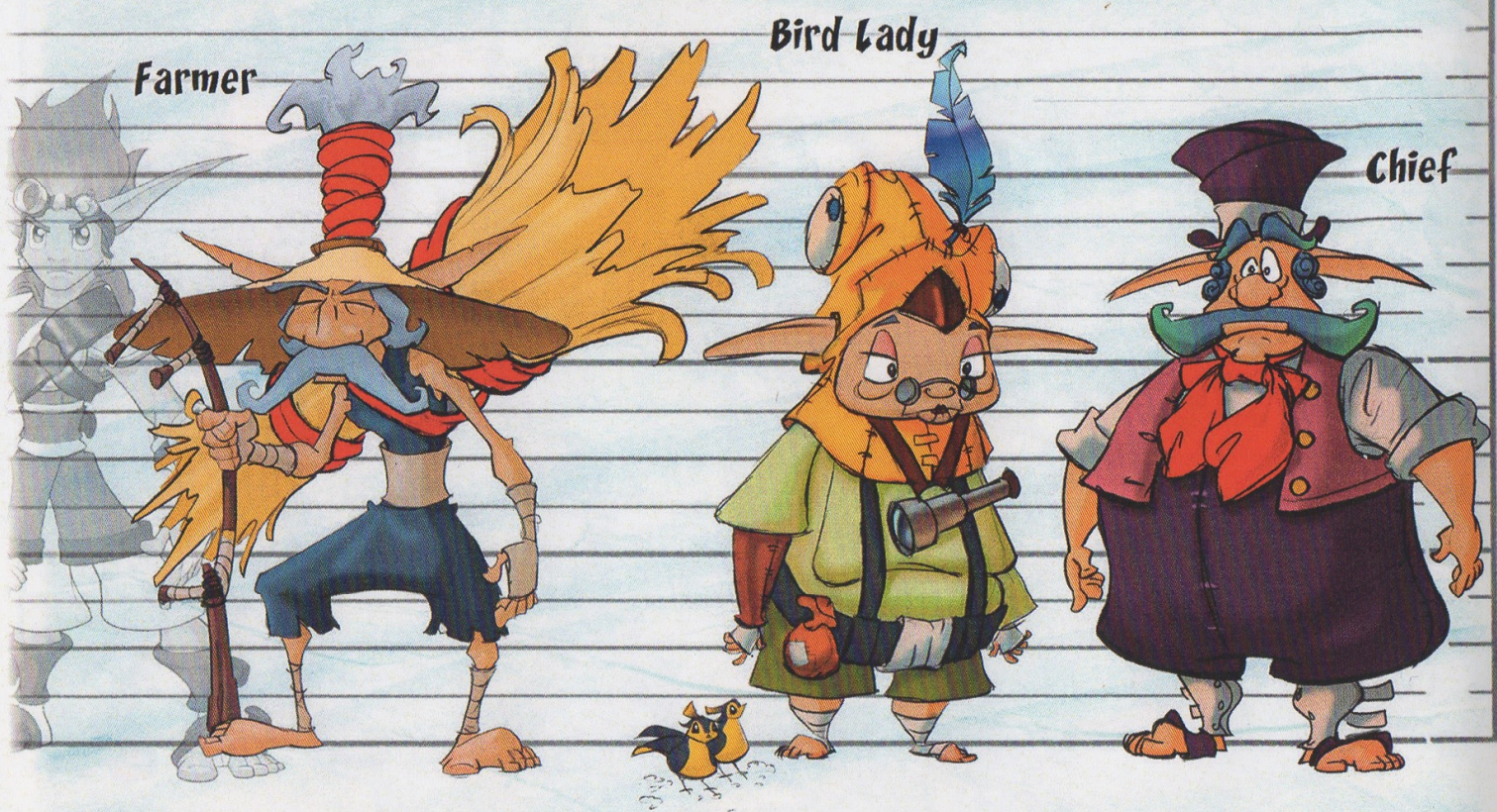
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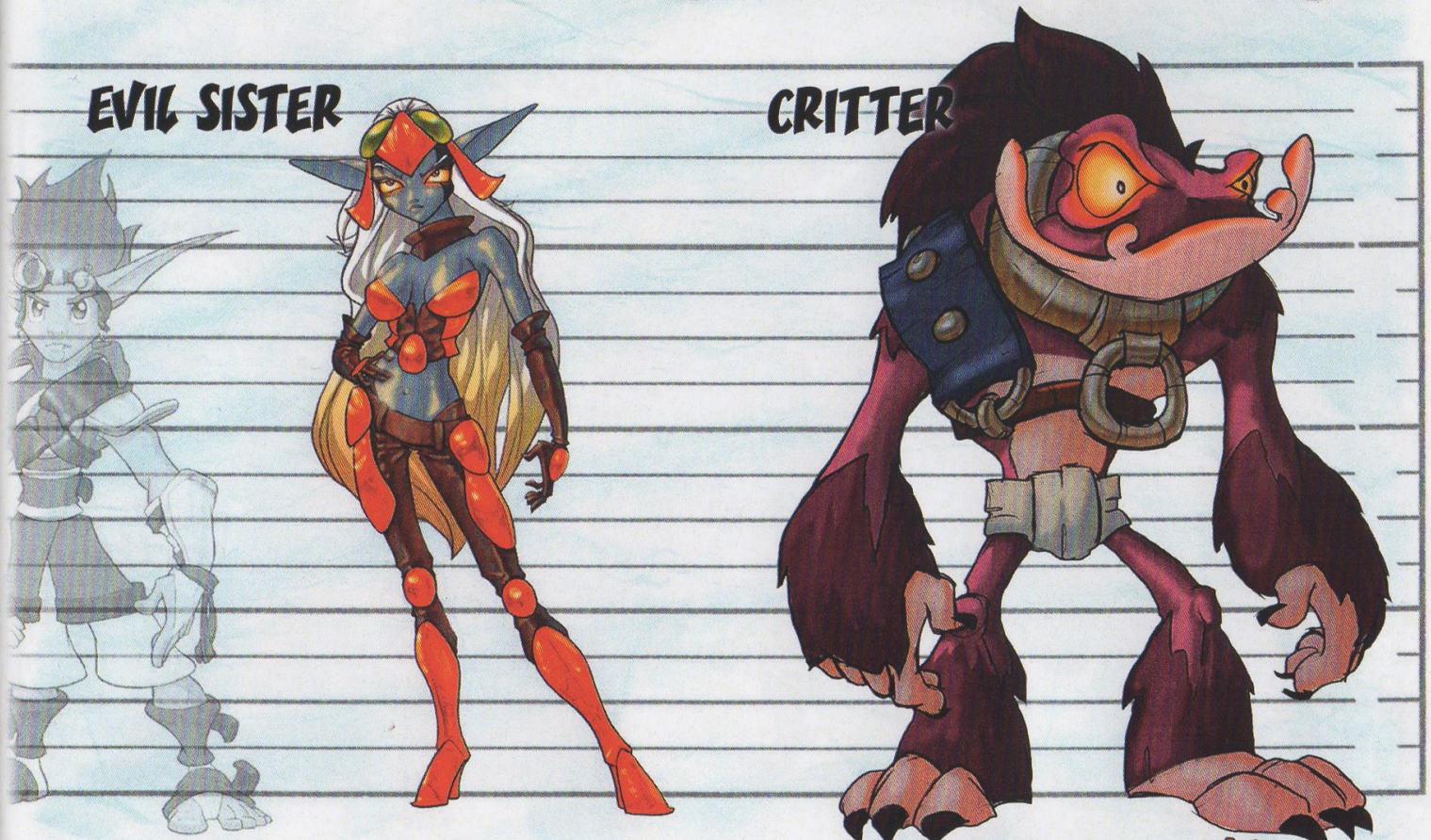
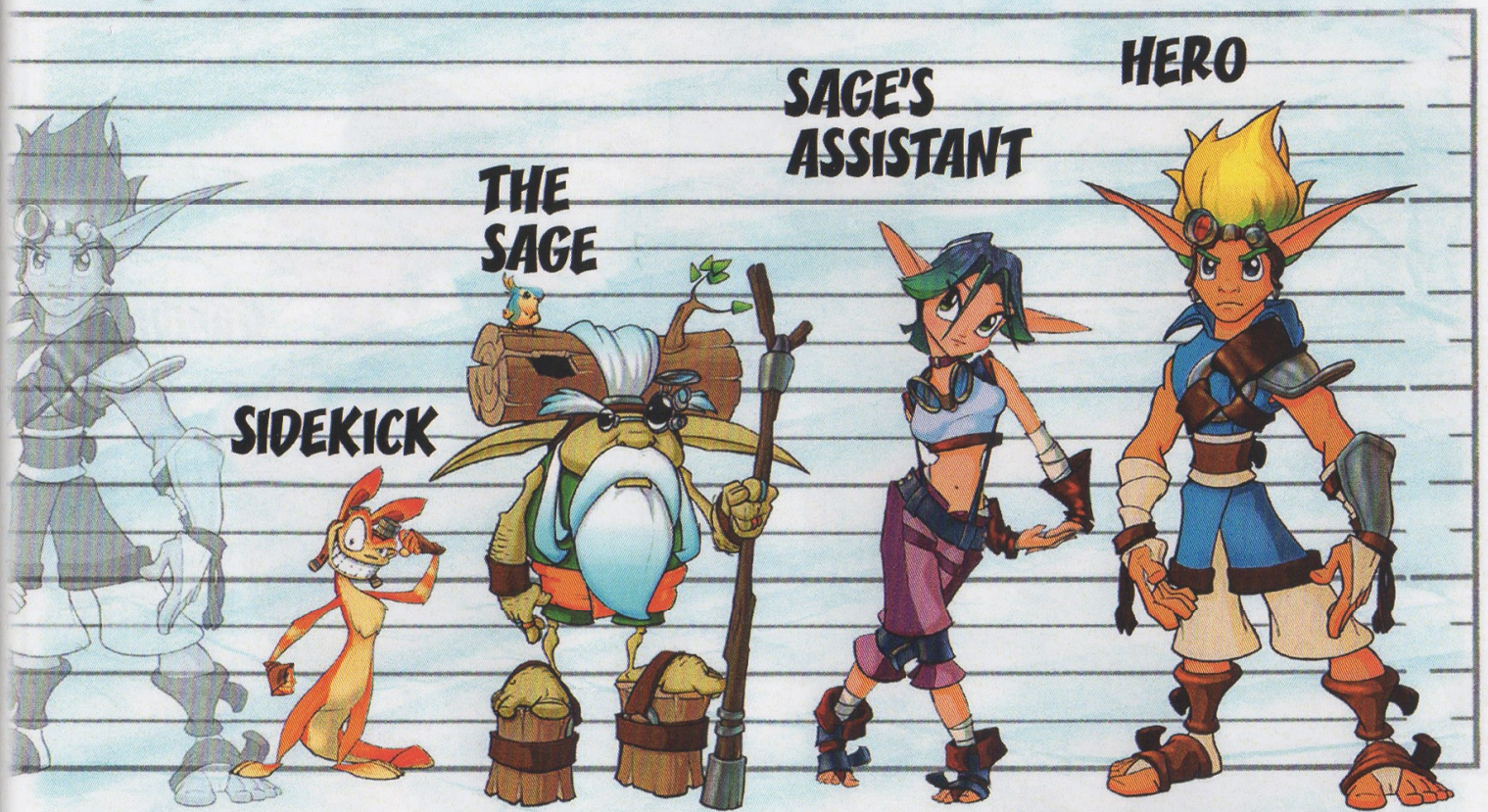
SIZE COMPARISONS



SIZE COMPARISONS



SIZE COMPARISONS



NAUGHTY DOG

SIZE COMPARISONS

Geologist



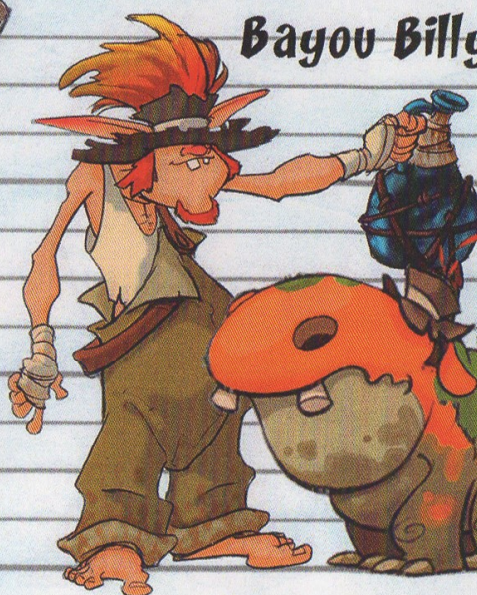
Gambler



Warrior



Bayou Billy



Farthy

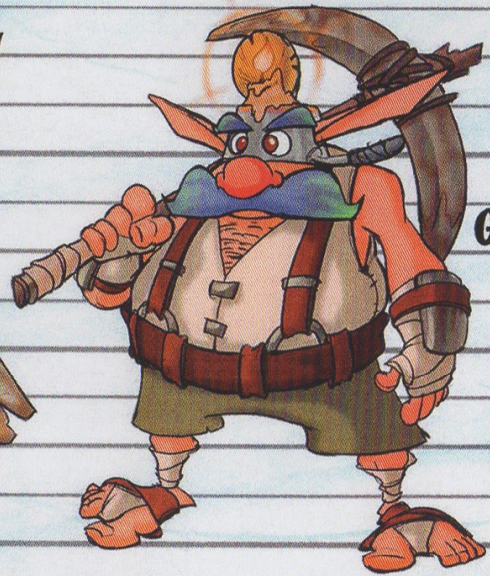


SIZE COMPARISONS

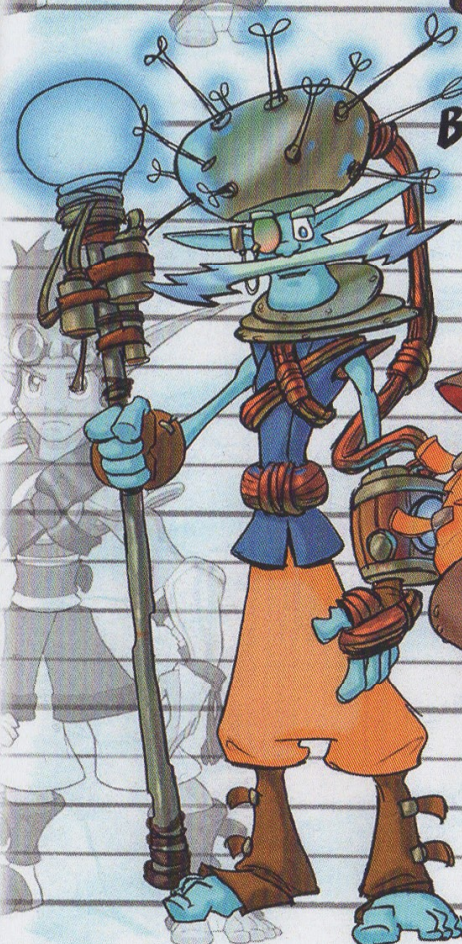


Willard

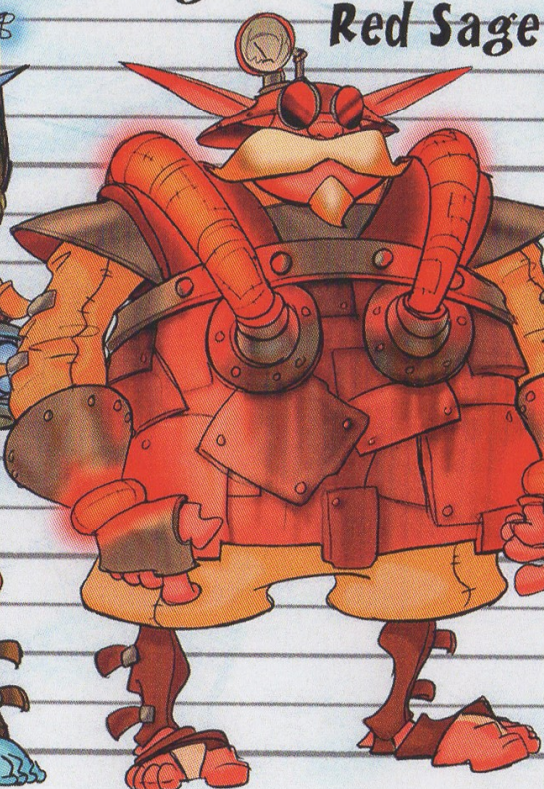
The Miners



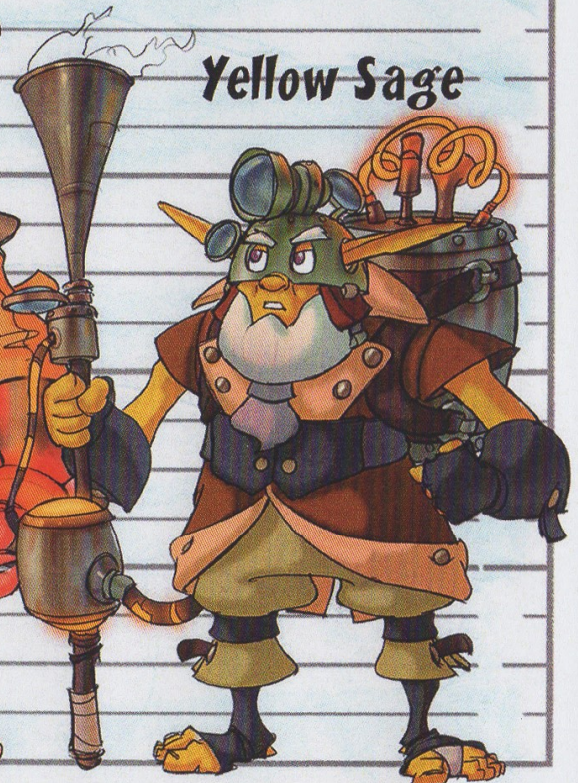
Gordy



Blue Sage



Red Sage



Yellow Sage

CRATES

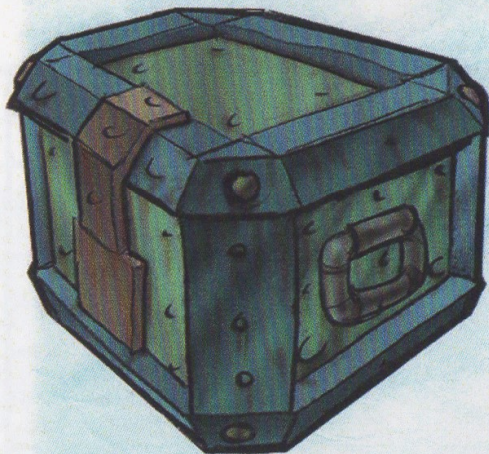
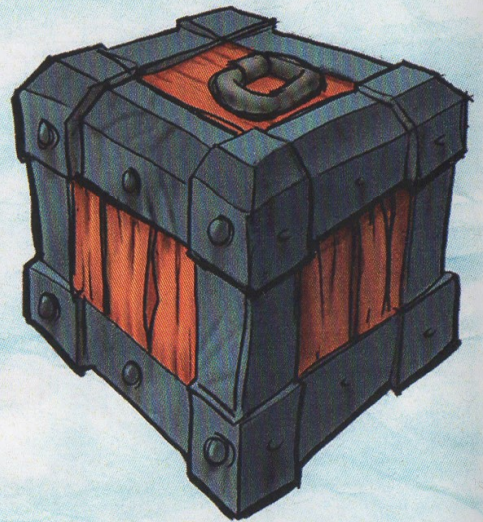


Regular Crate

The Lurkers Have Been Scouring The Land For The Items That The Evil Brother And Sister Need To Complete Their Nefarious Plan. Often, They Store These Items In A Crate That They Can Pick Up Later. The Regular Crate Is Easy To Open And May Contain Green, Yellow, Red, Or Blue Eco, Precursor Orbs, ScoutFlyz, And Free Lives.

Iron Crates

A Lesser Number Of Crates Are Of The Iron Type. Iron Crates Are Reinforced, But Can Still Be Opened With A Powerful Attack Move. Like The Regular Crate, The Iron Crate May Contain Green, Yellow, Red, Or Blue Eco, Precursor Orbs, And ScoutFlyz, But They Are More Likely To Have Free Lives, And Full Green Eco. Additionally, An Enemy May Occasionally Be Hiding Inside.

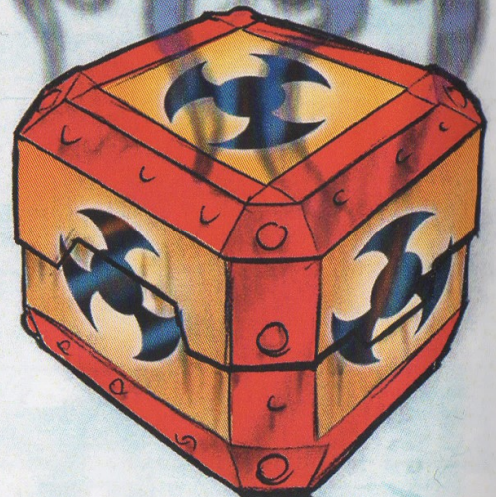


Steel Crate

Steel Crates Are The Toughest Of The Commonly Used Crates To Open. Their Thick Metal Walls Can Only Be Fractured By A Magical Eco Attack (Red, Yellow, Or Blue) Or By Another Massive Blow. In General, The Contents Are Well Worth The Effort Involved In Breaking Them Apart.

Dark Eco Crates

The Best Advice Regarding Dark Eco Crates Is To Avoid Them At All Costs. These Highly Volatile Containers Are Guaranteed To Blow On Contact, And Might Even Go Off If They Are Only Slightly Disturbed. Because Of The Delicate Nature Of Transporting Dark Eco, The Lurkers Employ Many Different Shapes Of Containers, Each Tailored To Fit The Specific Occasion. Yet In All Cases The Lurkers Have Been Kind Enough To Mark Them With The Easy To Distinguish Dark Eco Label.



THANK YOU for reading this design bible and purchasing this collector's edition. We're incredibly honored to have been able to preserve these titles and the design materials that spawned them. All of the content in this book was scanned in from Naughty Dog's original production binders and until now was never seen by the public!

Documents like these are not set up in a way meant for the public to enjoy, purchase, or consume – so you might have found yourself a bit confused at how it all looked. Rarely do major games have their design documents exposed to the degree of this project. I am incredibly appreciative of Naughty Dog for allowing us to put these out there. Being able to get these documents into the hands of scholars and historians who will be studying our medium in the future means the world to me. Documents like these are incredibly important and without preservation to this extent, are susceptible to being easily lost with time.

As some of the most beloved games on the PlayStation®2 system, the Jak and Daxter™ series certainly deserves historical preservation in every sense. Making these design bibles public means giving fans an inside look at the design of their favorite games and hopefully a further appreciation for the love and care that Naughty Dog put into them. I sincerely hope you've enjoyed this peek into the development of a classic.

I can not thank you enough for your support of projects like this. It means a lot to me to preserve the history of these great games and we couldn't have done it without you.

Josh Faurhurst, CEO Limited Run Games



